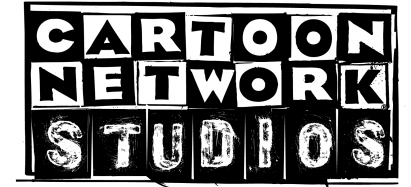




# “All Your Fault”

## 1014-115

## Original Board



Date 00/00/00

☒ Board Team Final 05/02/12

☐ Creators Pass

☐ Network Approval

☐ Recording/Standards Board

☐ Revisionist Pass

☐ Animatic Scan Board

☐ Pre-Animatic Slug Board

☐ Conformed to Animatic Board

☐ Final

Adventure Time Created by  
Pendleton Ward

Creative Director  
Nate Cash

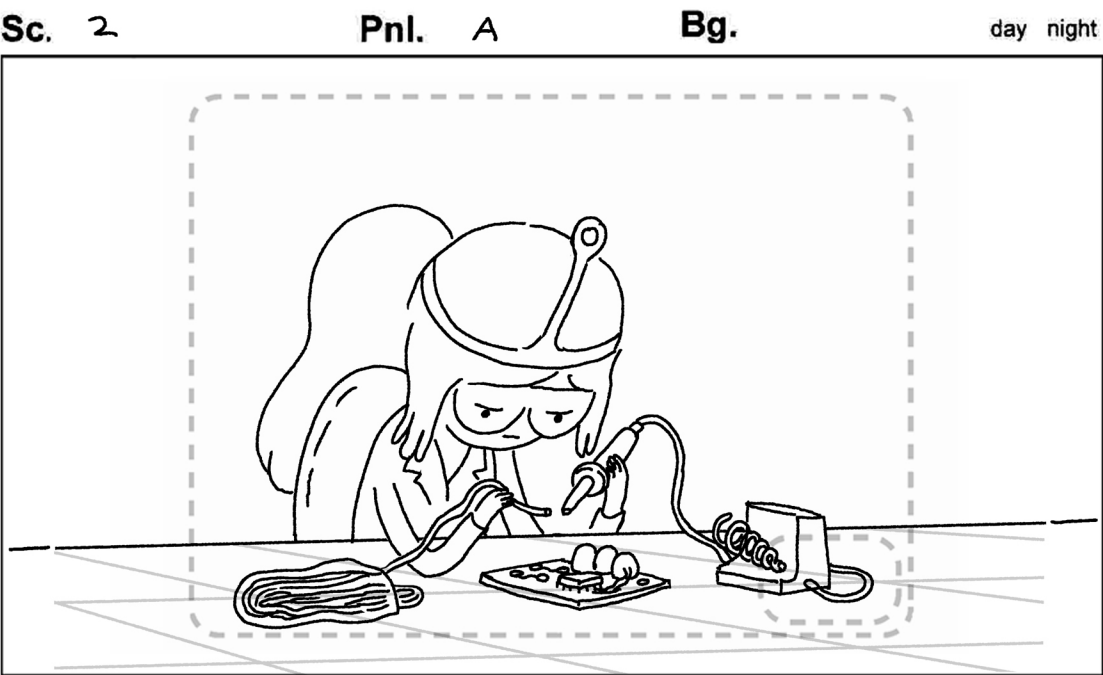
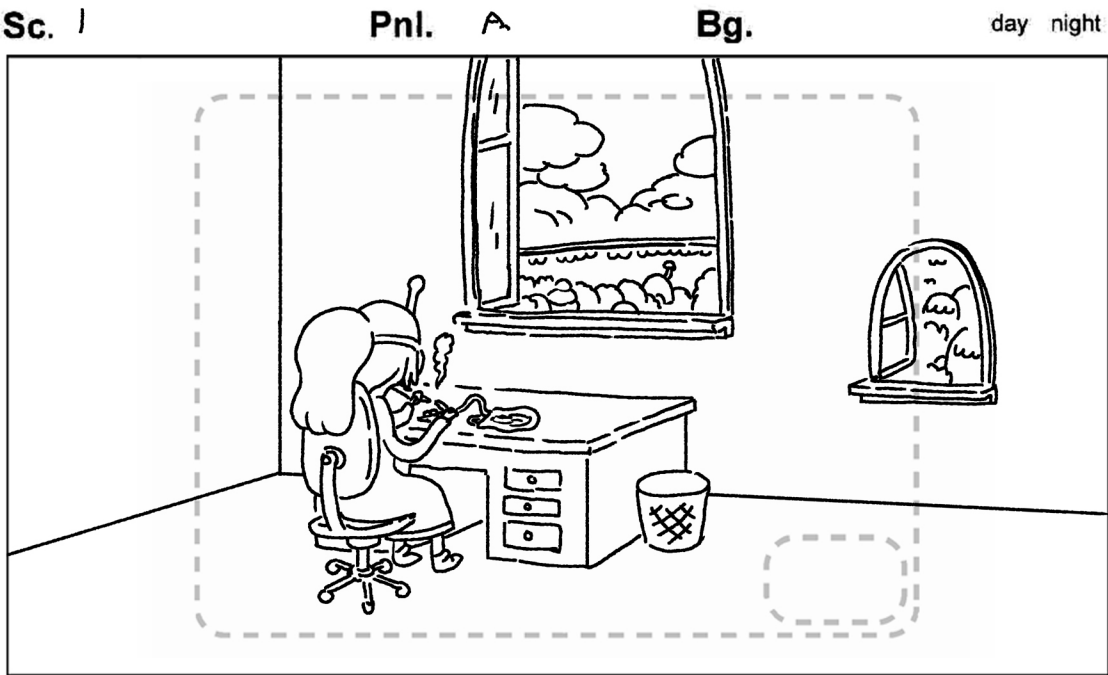
Storyboard by  
Tom Herpich & Steve Wolfhard



# ADVENTURE TIME



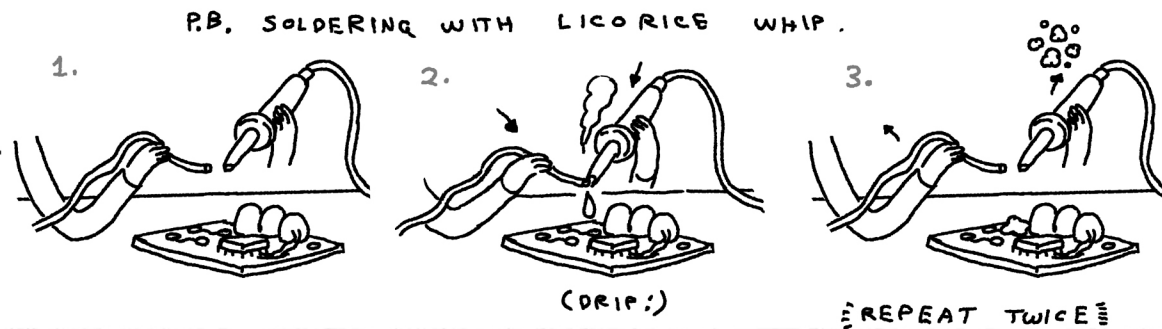
Page 1



Dialog:

Action:

Timing:



1014-115

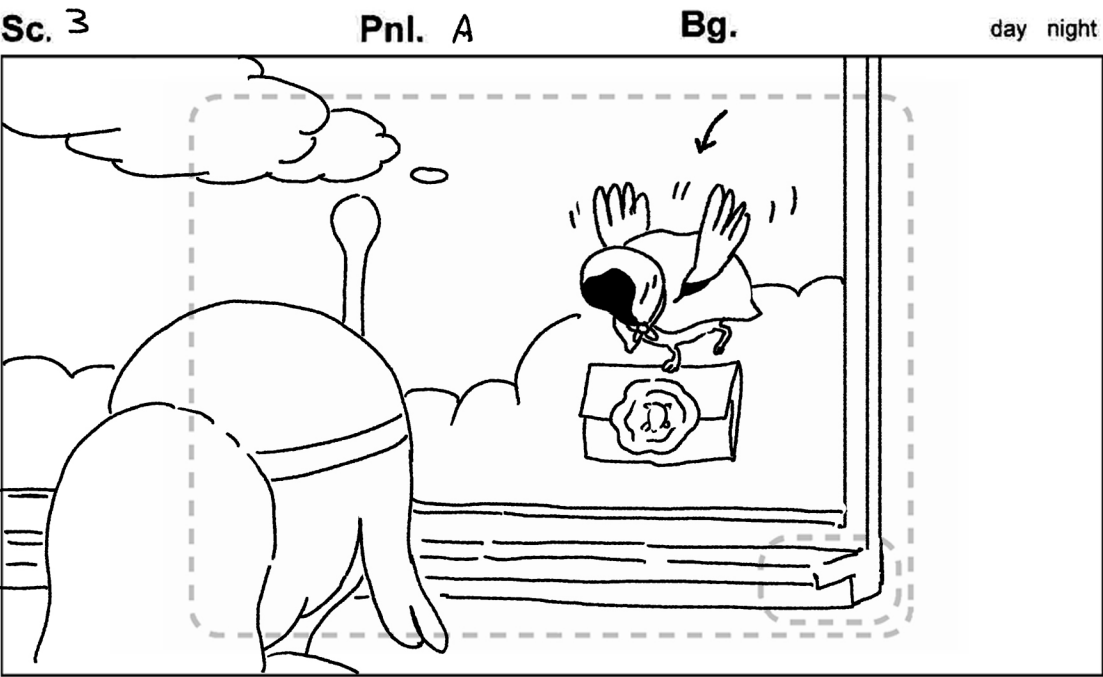
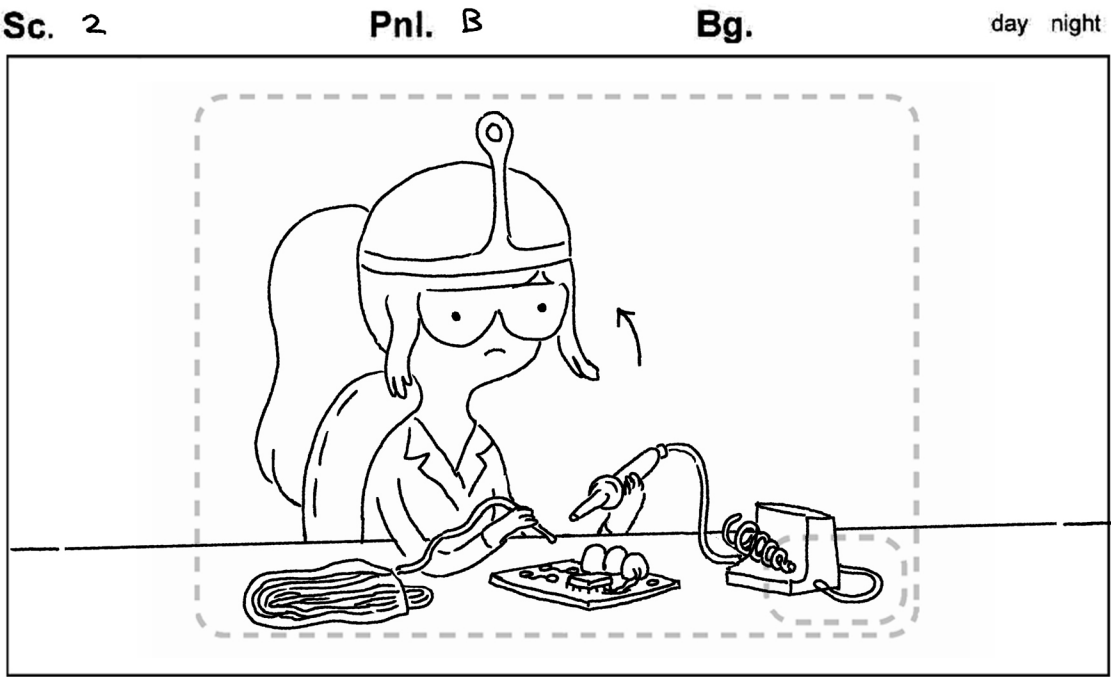
EPISODE #

Production :

# ADVENTURE TIME



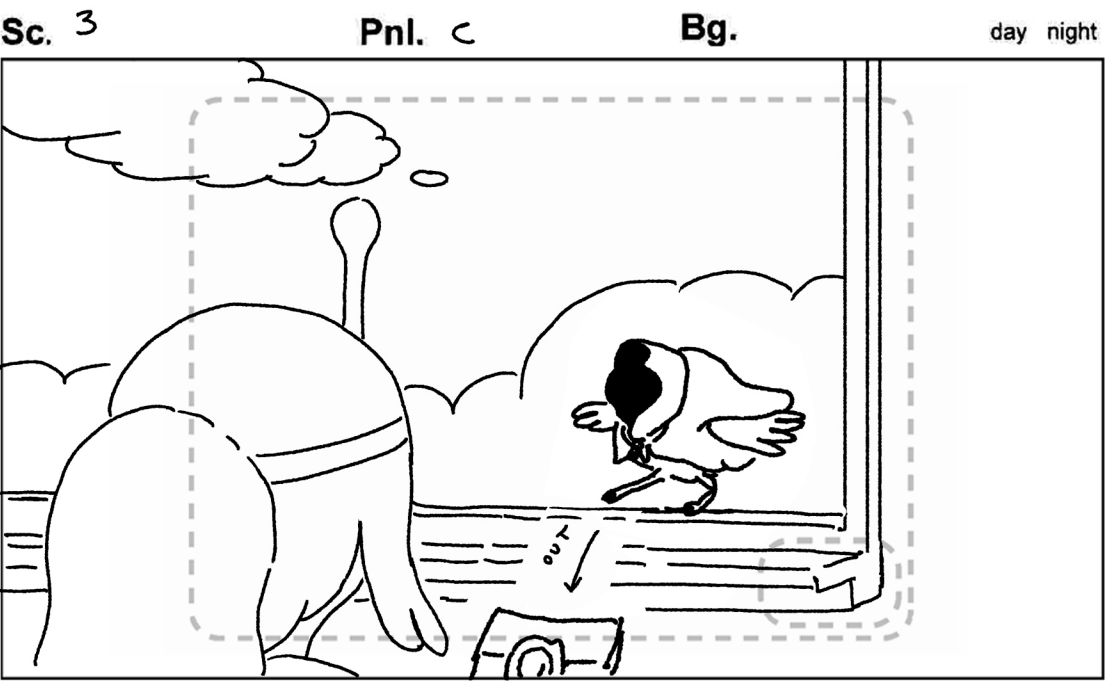
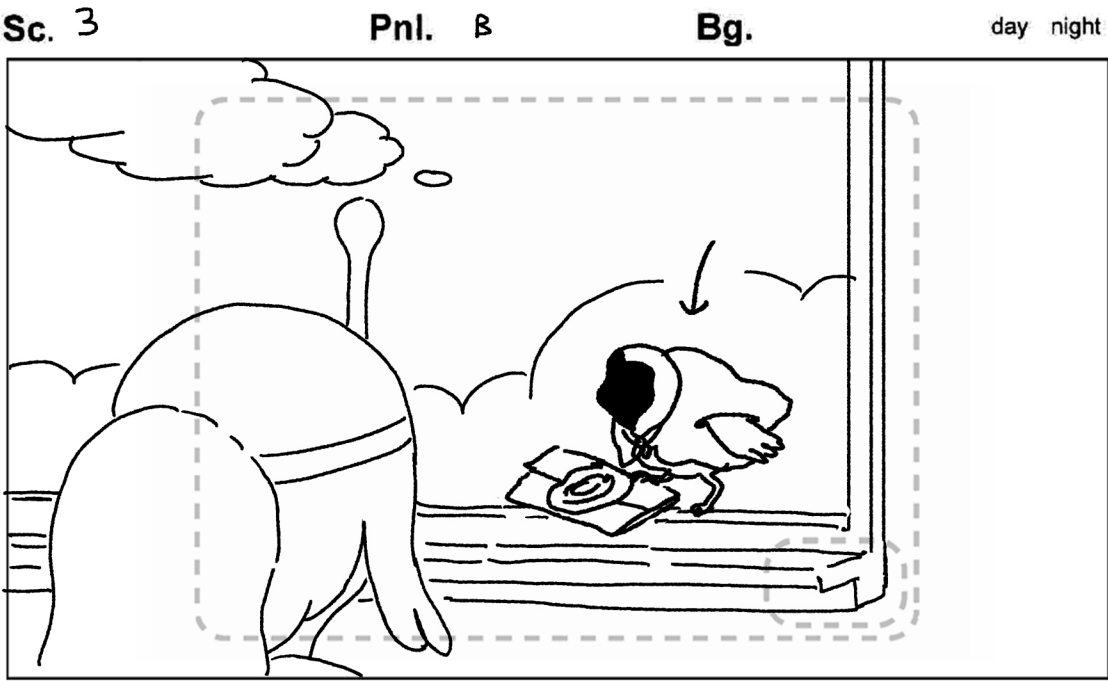
Page 2



Dialog:	(SFX)   WINGS FLAPPING
Action:	P.B. LOOKS UP.  LEMONBIRD IN A CLOAK FLUTTERS DOWN.
Timing:	

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# ADVENTURE TIME



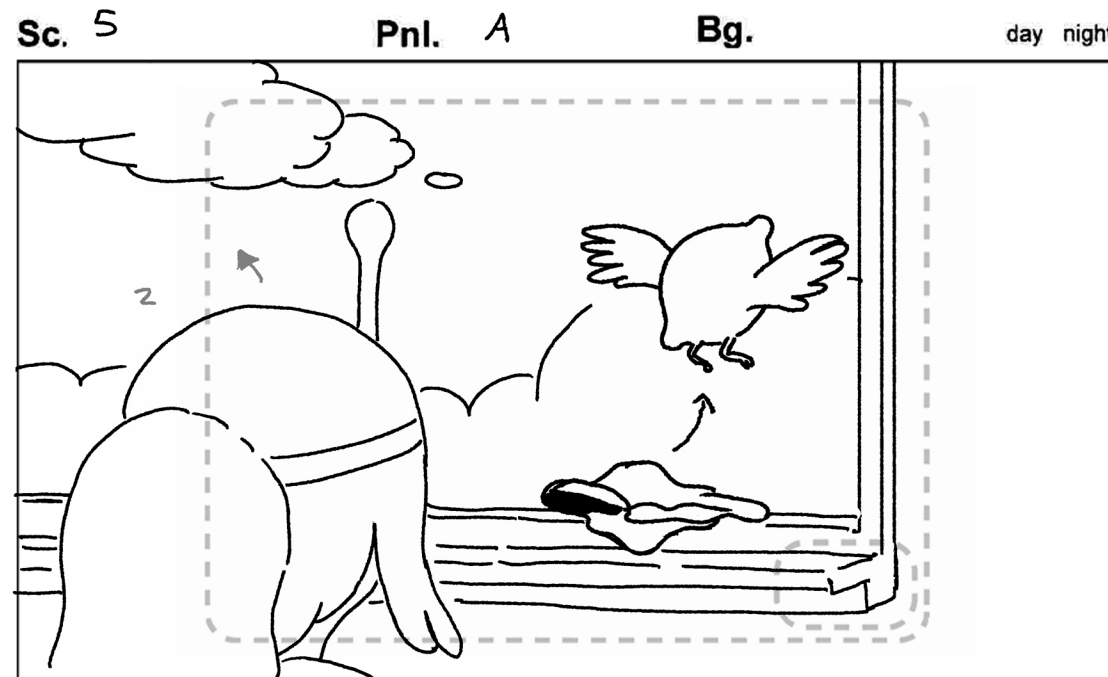
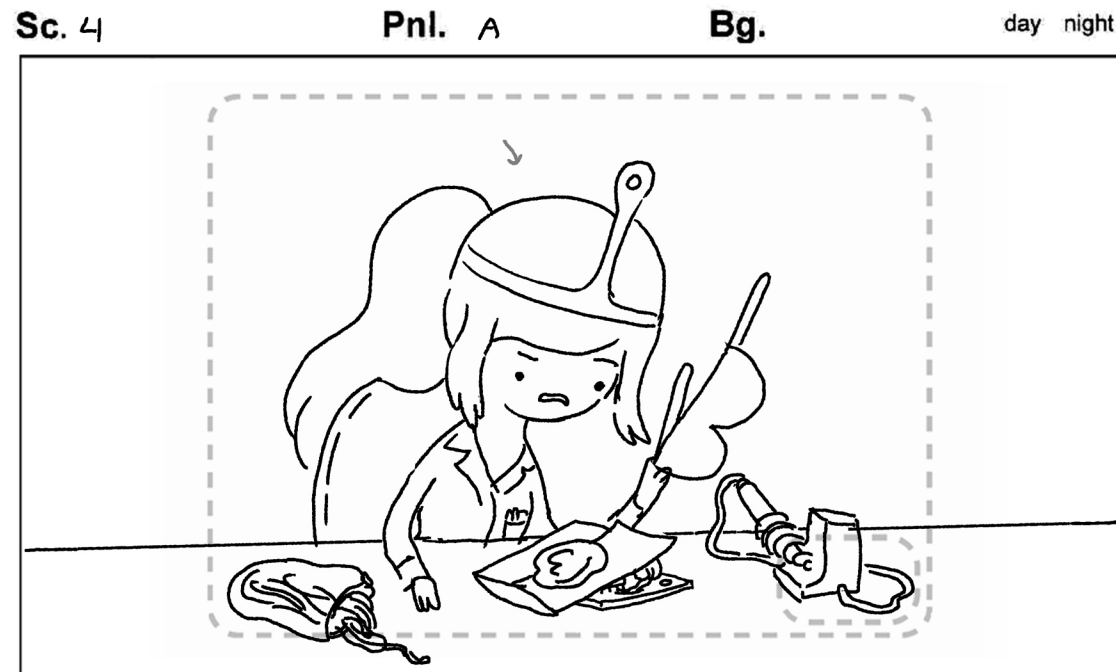
Dialog:
Action:
Timing:

- LEMON BIRD    TOSSES    NOTE

# ADVENTURE TIME



Page 4



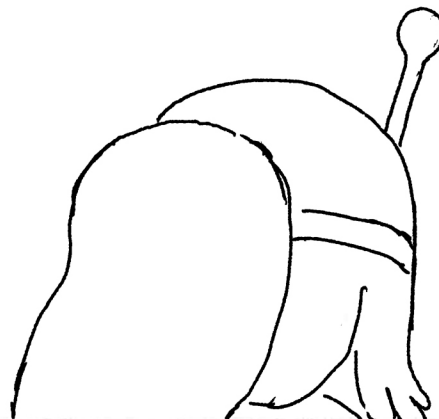
Dialog:

(PB) / WHAT THE -

Action:

Timing:

(SFX) / FLAPPING



PB LOOKS UP TO SEE  
THE LEMONBIRD FLY OUT  
OF ITS CLOAK.

EPISODE # 1014-115

Production :

# ADVENTURE TIME



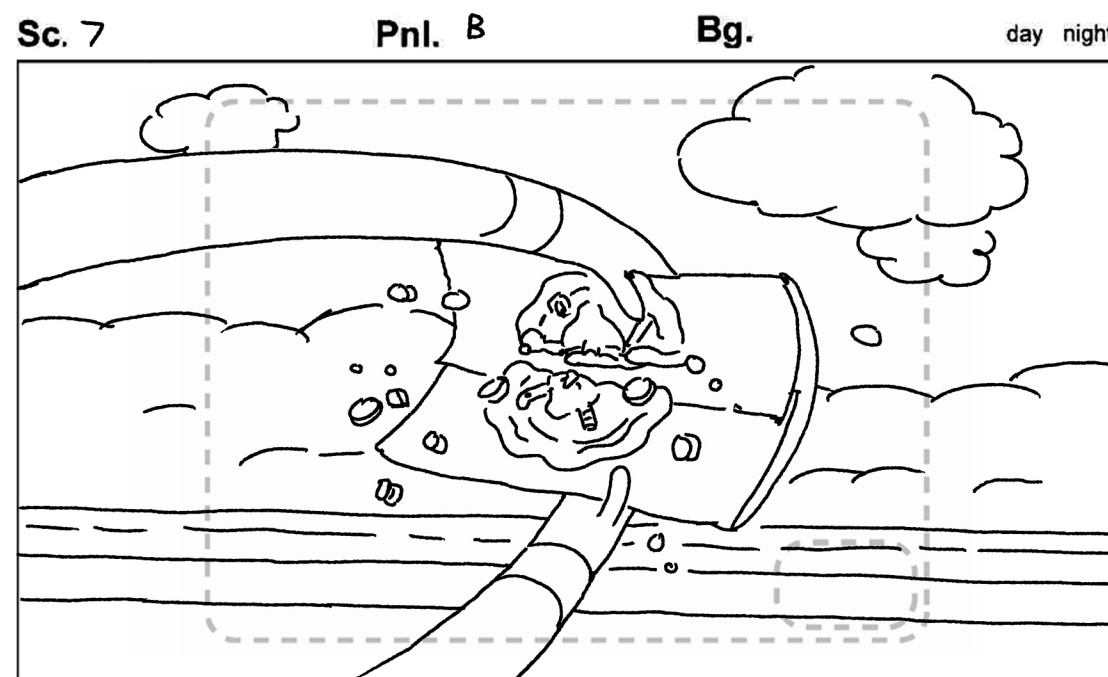
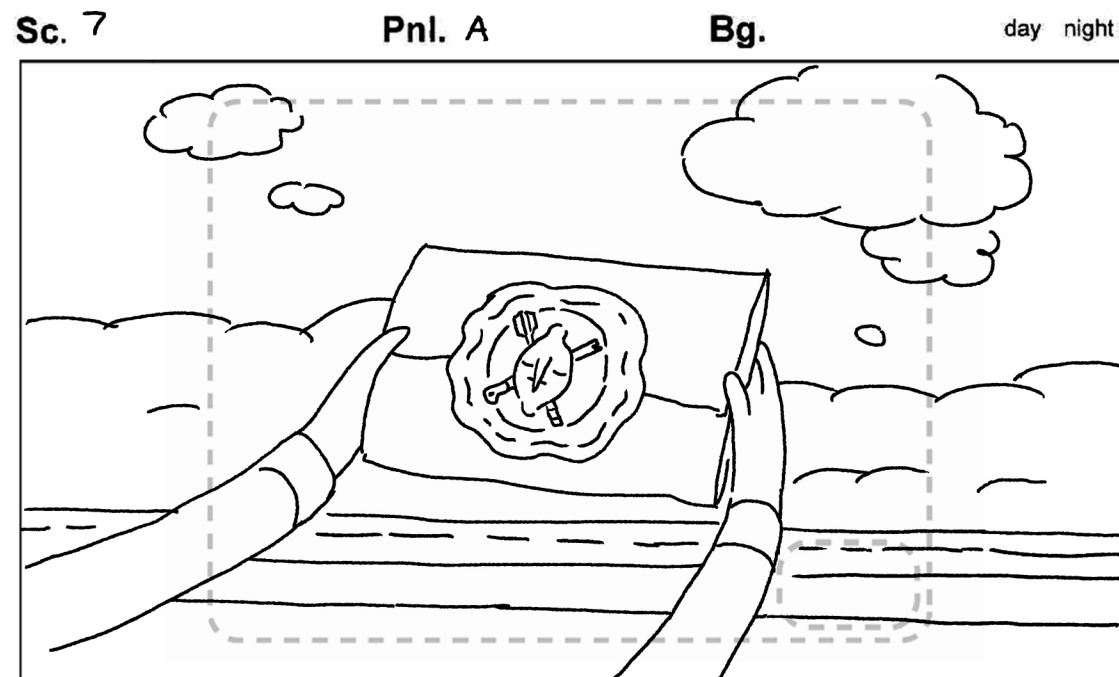
Sc. 6	Pnl. A	Bg.	day night	Sc. 6	Pnl. B	Bg.	day night

Dialog:
Action:
Timing:

# ADVENTURE TIME



Page 6



Dialog:

Action: LEMONGRABS' SEAL. (CROSSED WITH L.G.1'S SOUNDSWORD AND L.G.2'S MACE). DARK CLOUDS GATHERING IN DISTANCE, TOWARDS LEMONGRABS' CASTLE.

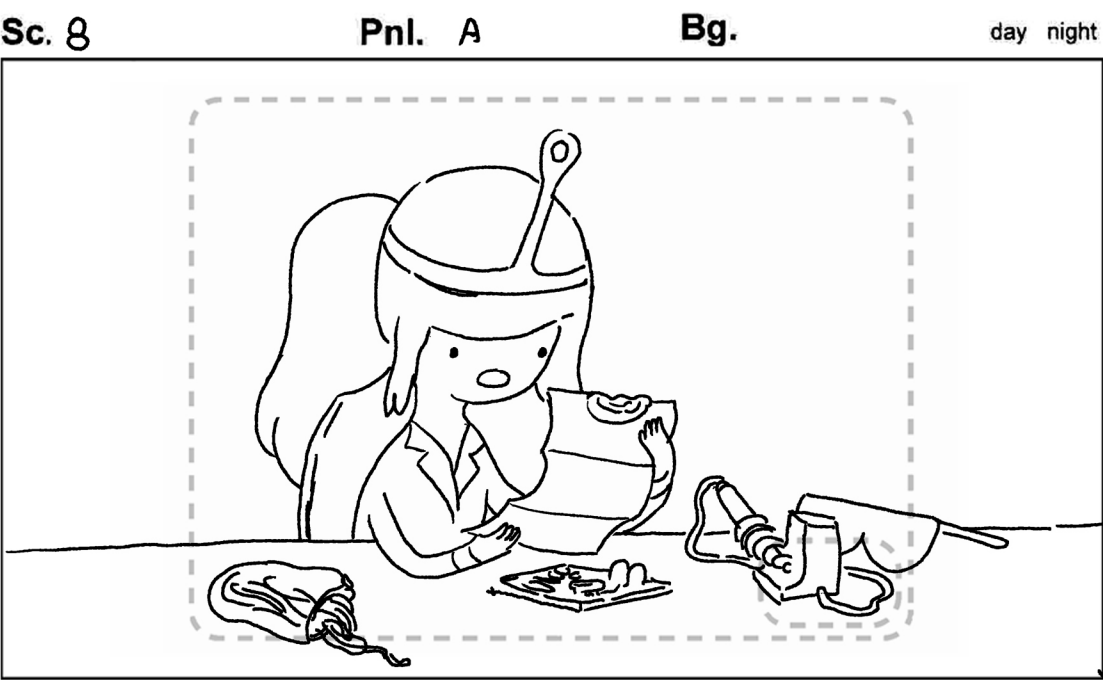
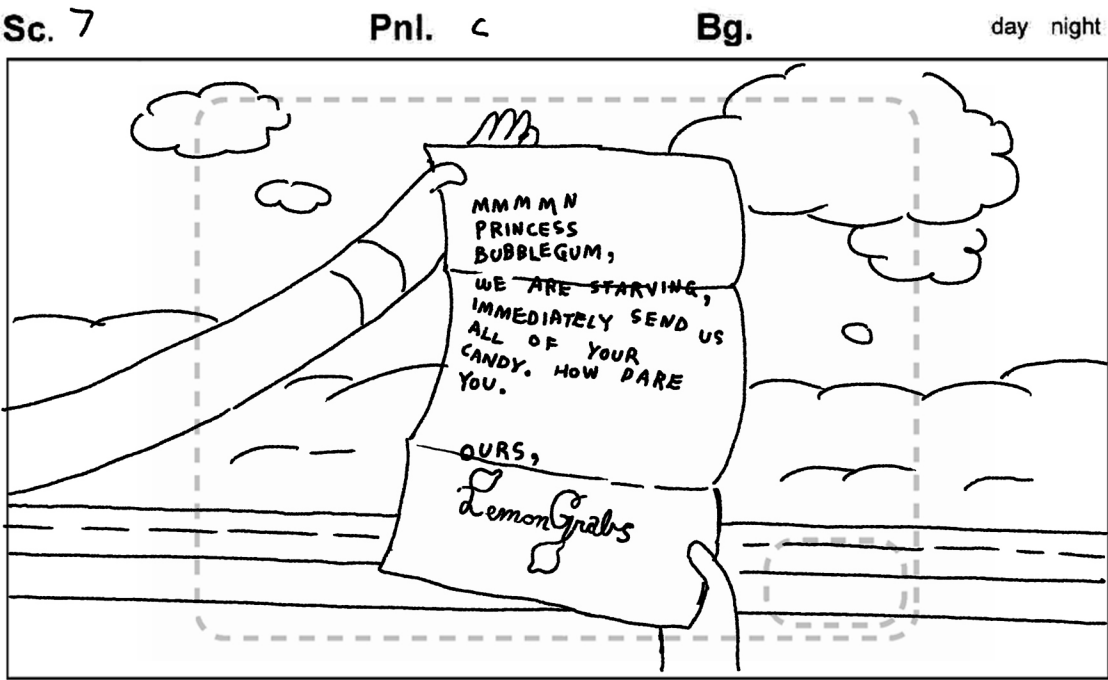
SNAPS SEAL.

Timing:

EPISODE # 1014-115

Production :

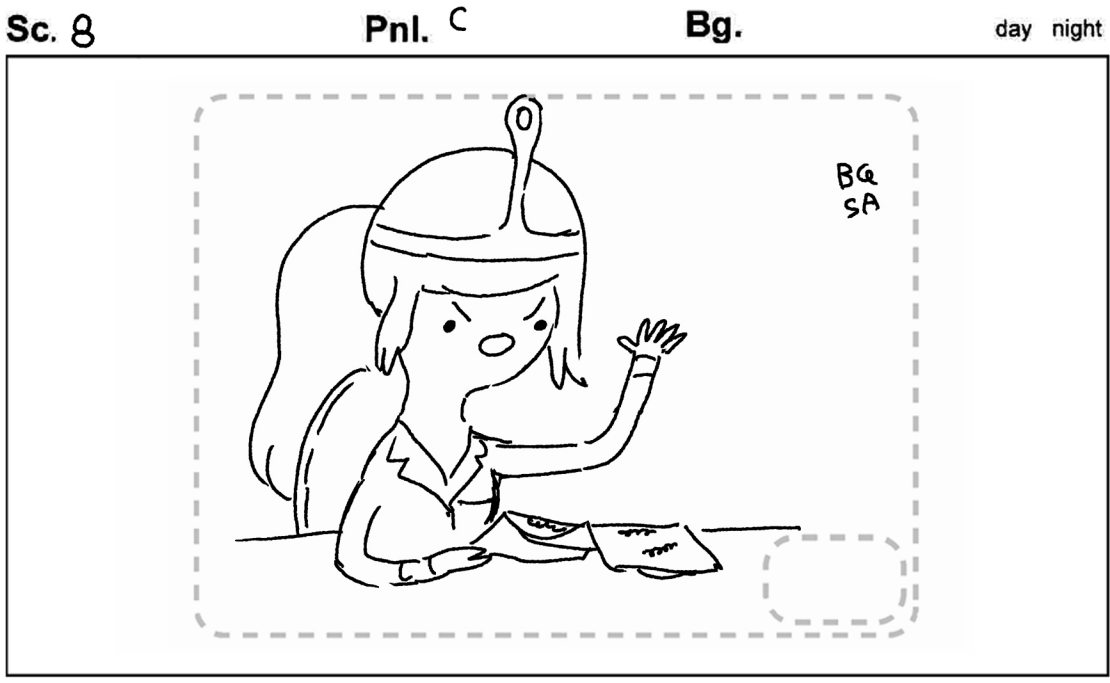
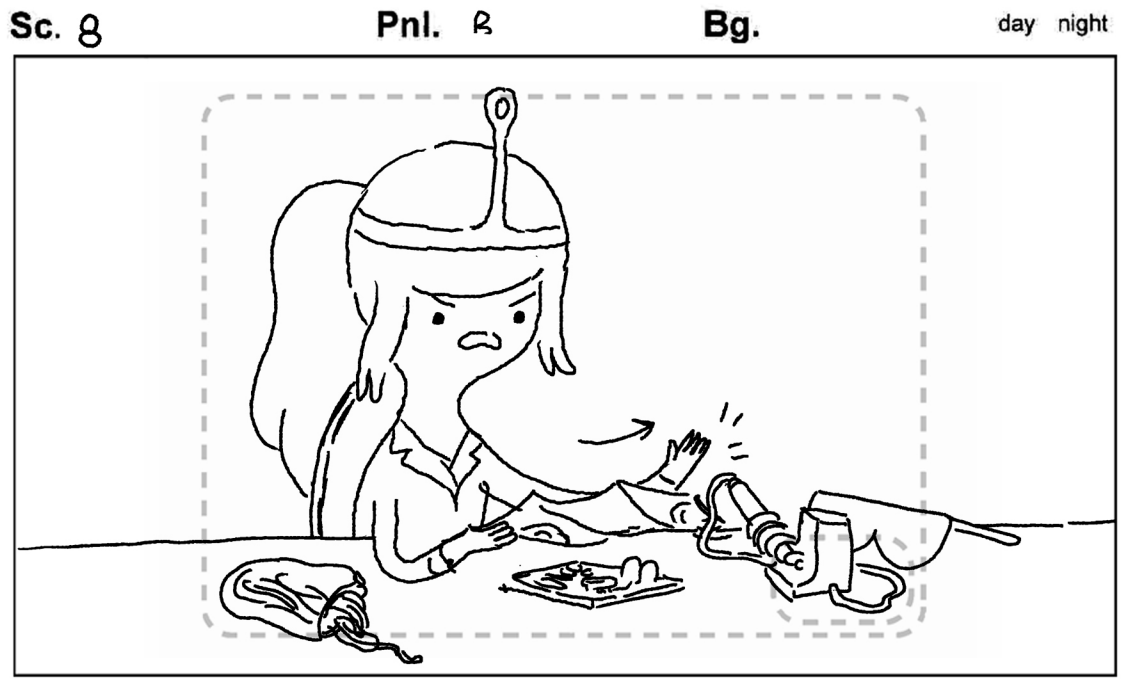
# ADVENTURE TIME



Dialog:	(PB) / "MMM PRINCESS BUBBLEGUM, WE ARE STARVING, IMMEDIATELY SEND US ALL OF YOUR CANDY,"	(PB) / ".. HOW DARE YOU. OURS, LEMONGRABS."
Action:		
Timing:		

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# ADVENTURE TIME



Dialog:	(PB) / BULLGUNK!	(PB) / I LEFT THEM A LIFETIME SUPPLY OF CANDY!
Action:		
Timing:		

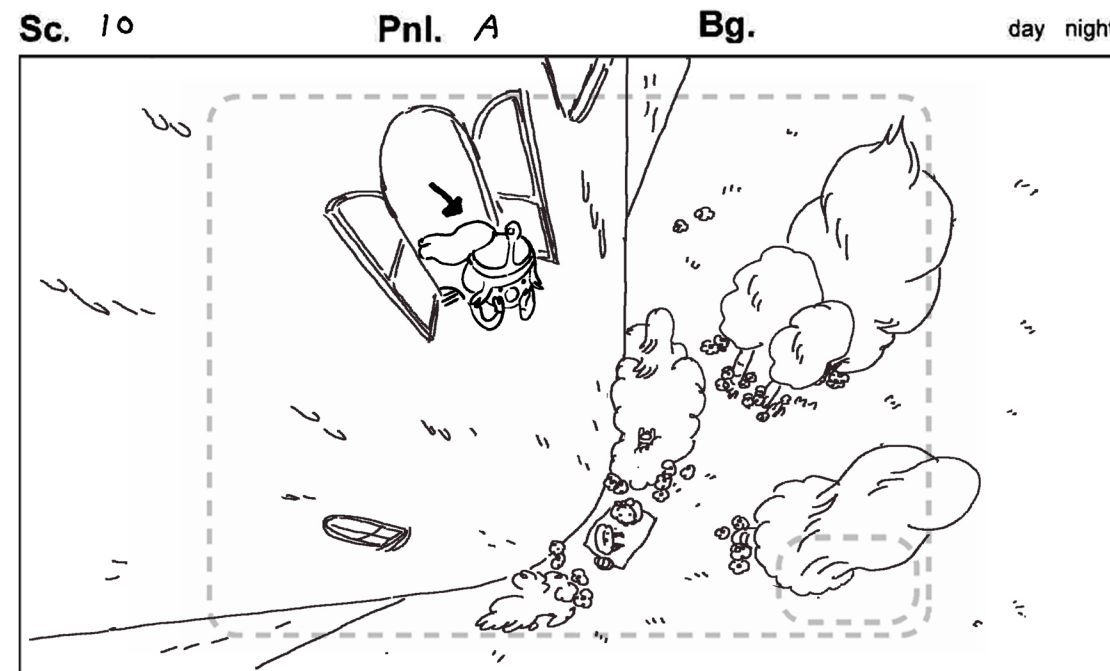
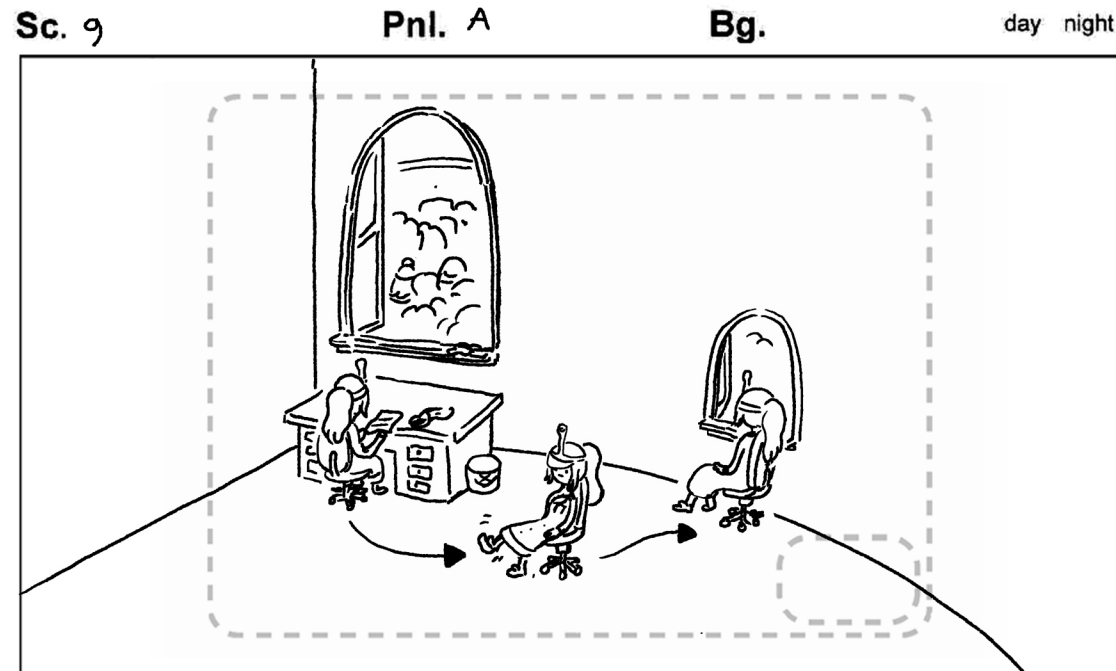
EPISODE # 1014-115  
Production :



# ADVENTURE TIME



Page 9



Dialog:

(PB) / HEY FINN! HEY JAKE! CAN YOU COME UP HERE?

Action:

PUSHES HERSELF BACKWARDS  
ON HER WHEELY CHAIR  
(DOWN SHOT OF KINGDOM, WALL OUT THE WINDOW)

Timing:

1014-115

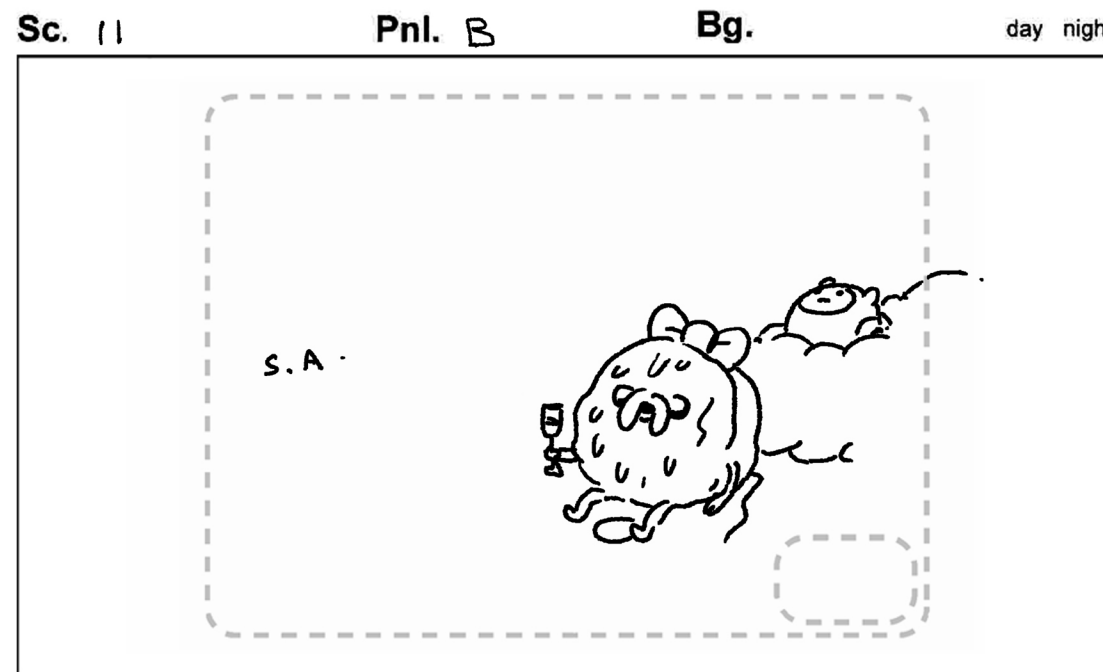
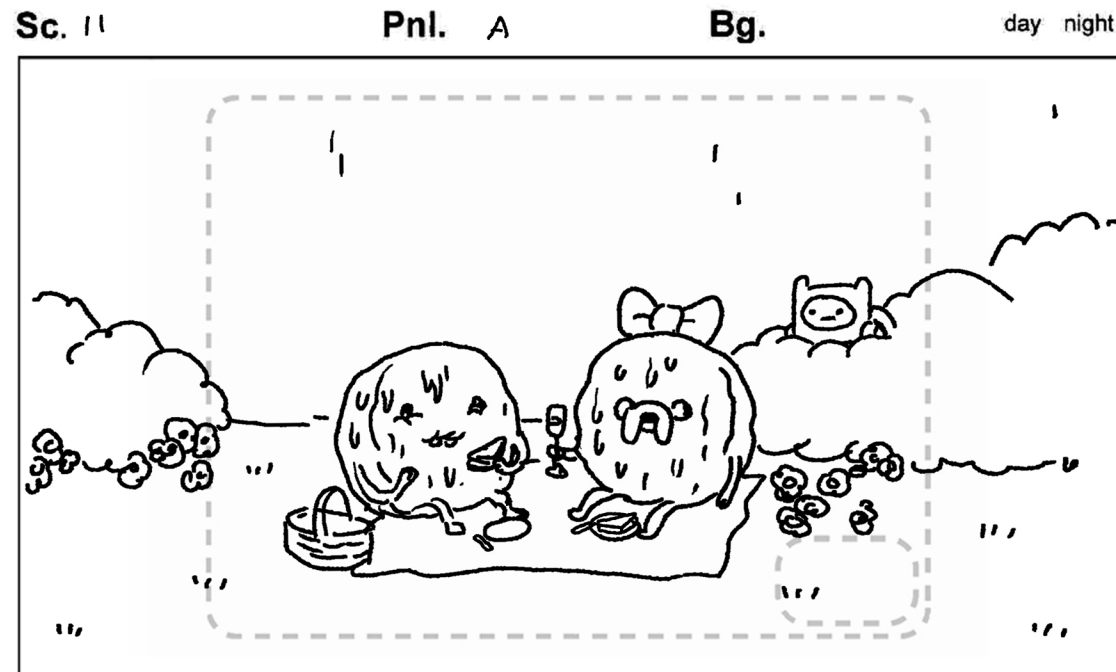
EPISODE #

Production :

# ADVENTURE TIME



Page 10



Dialog:

(PB)/(AT A DISTANCE) I HAVE A JOB FOR YOU!

Action:

C.B., JAKE (AS A LADY C.B.) AND  
FINN HIDING IN THE BUSHES.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



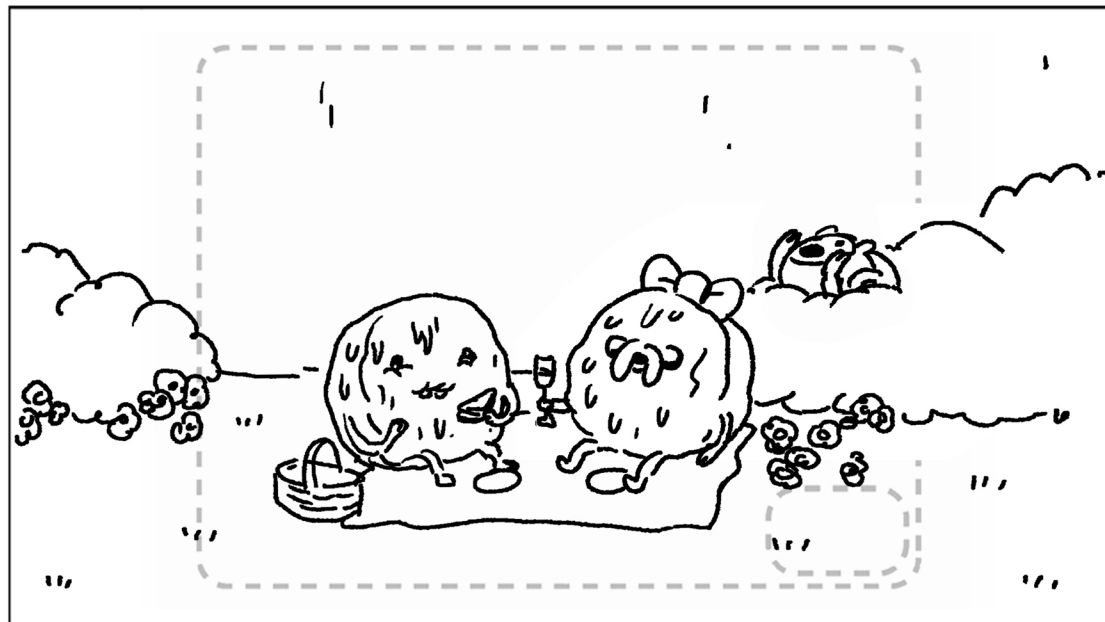
Page 11

Sc. 11

Pnl. C

Bg.

day night

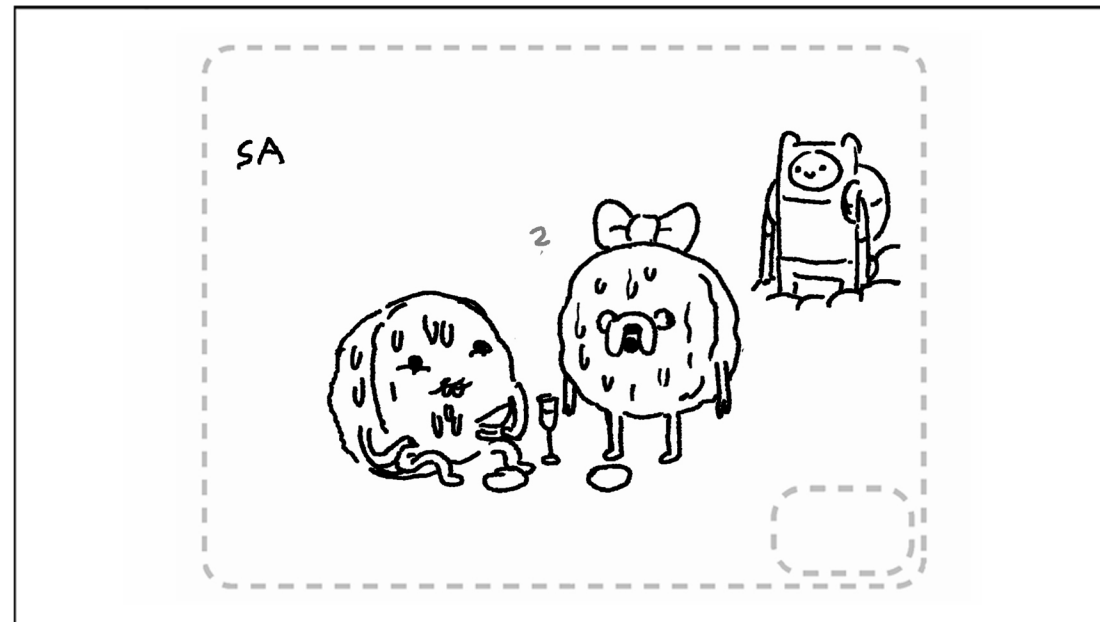


Sc. 11

Pnl. D

Bg.

day night



Dialog:

ⓕ/ OKAY!!!

ⓙ/ SORRY C.B.,

Action:

Timing:



1014-115

EPISODE #

Production :

## ADVENTURE TIME

Page 12

Sc. 11

Pnl. E

**Bg.**

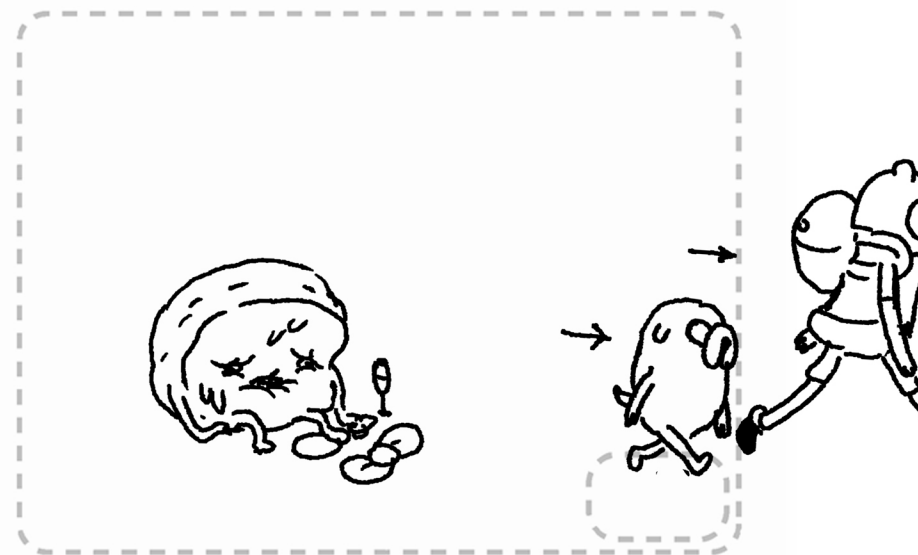
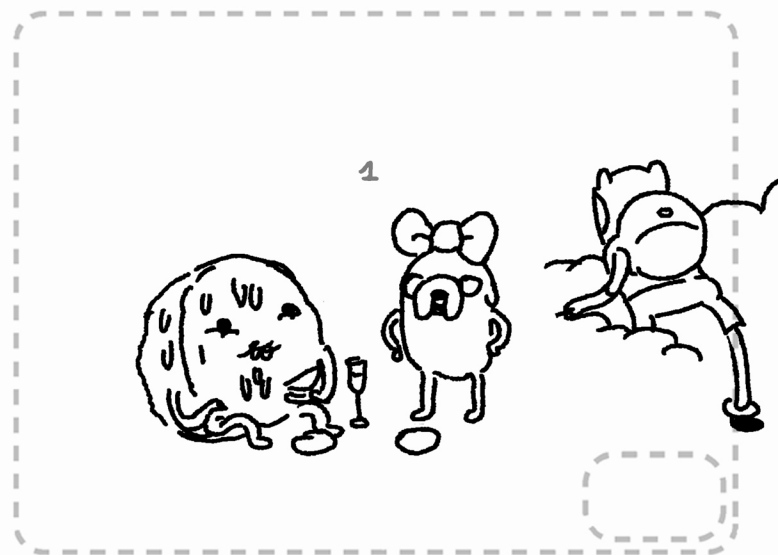
day night

Sc. 11

**Pnl. F**

**Bg.**

day night



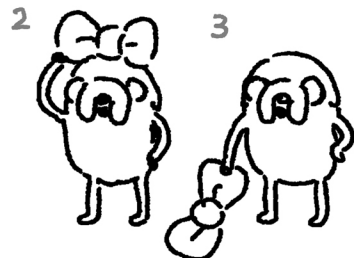
**Dialog:**

⑤/ - WE'LL FINISH THIS  
UP LATER

**Action:**

JAKE RETURNS TO  
NORMAL, TAKES  
OFF HIS BOW.

F + J WALK OFF,

**Timing:**

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# ADVENTURE TIME



Page **13**

Sc. 11      Pnl. G      Bg.      day night

Sc. 12      Pnl. A      Bg.      day night

Dialog:

(SFX) / :: BOYS RUNNING UP STEPS ::

Action:

B      C      C.B. PUNCHES THE GROUND, A, B, C, A      PB PLACING SEEDS IN CARRIER.

Timing:

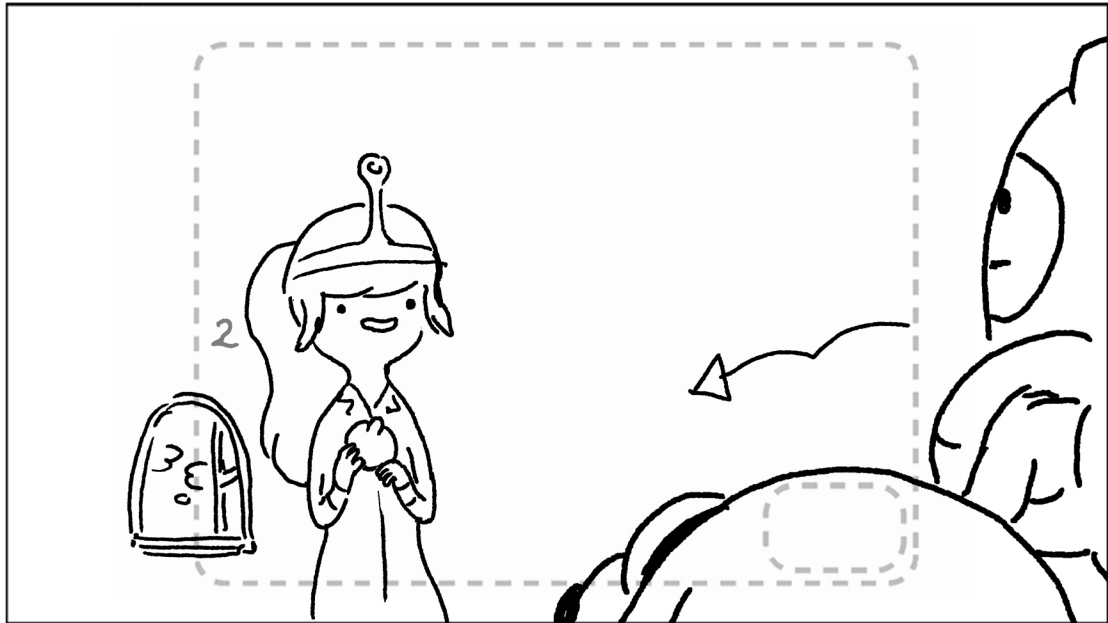
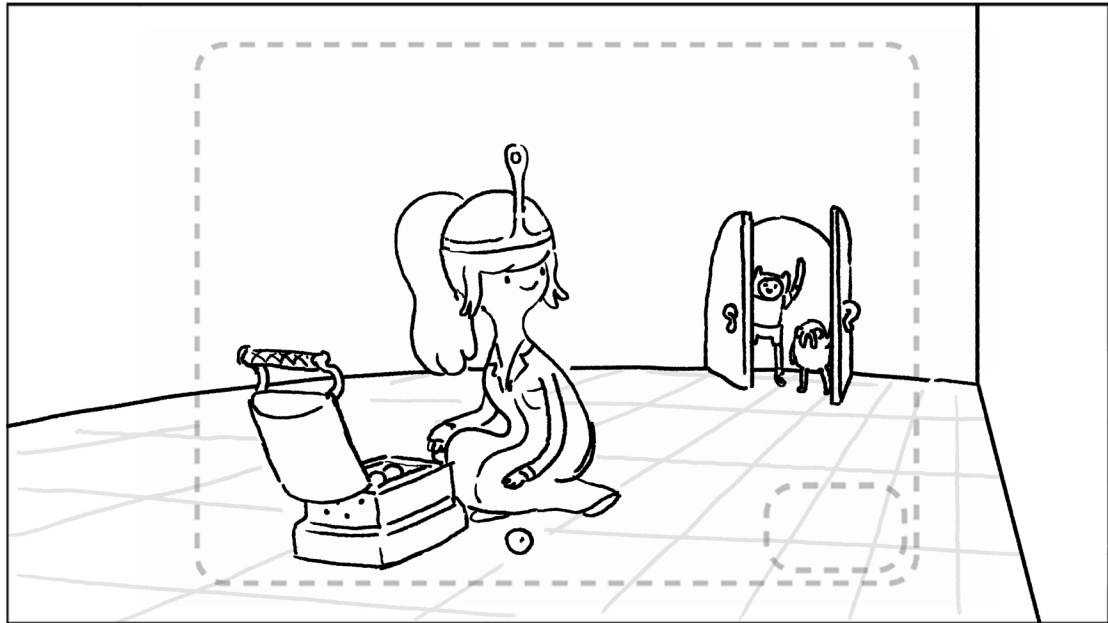
EPISODE # 1014-115      Production :

# ADVENTURE TIME



Page 14

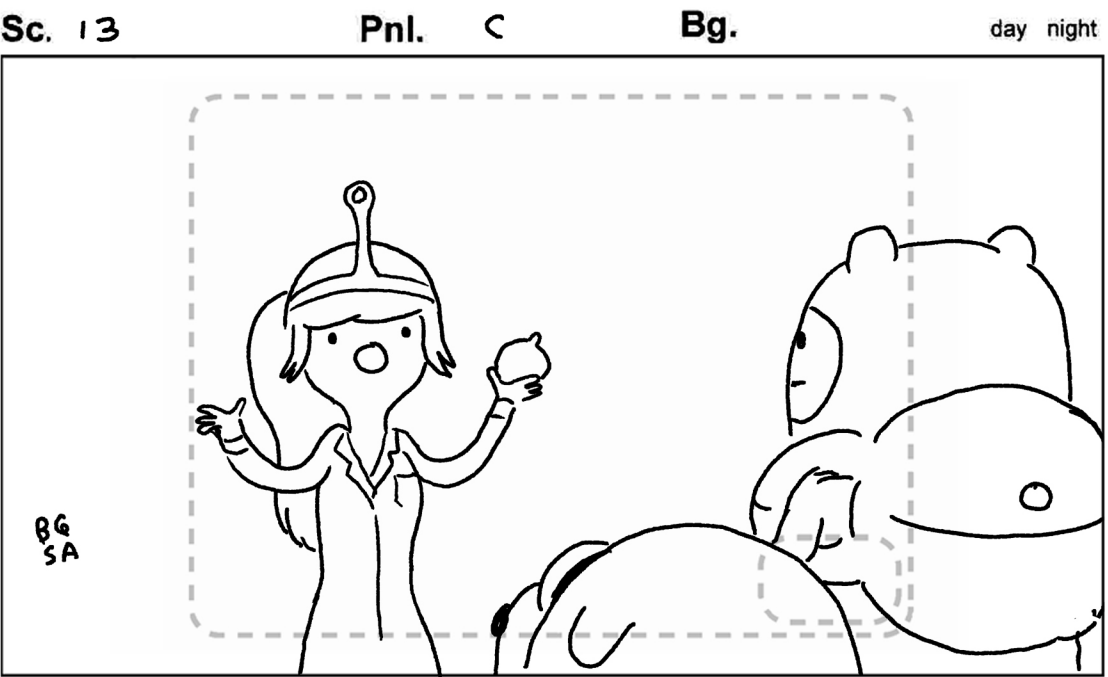
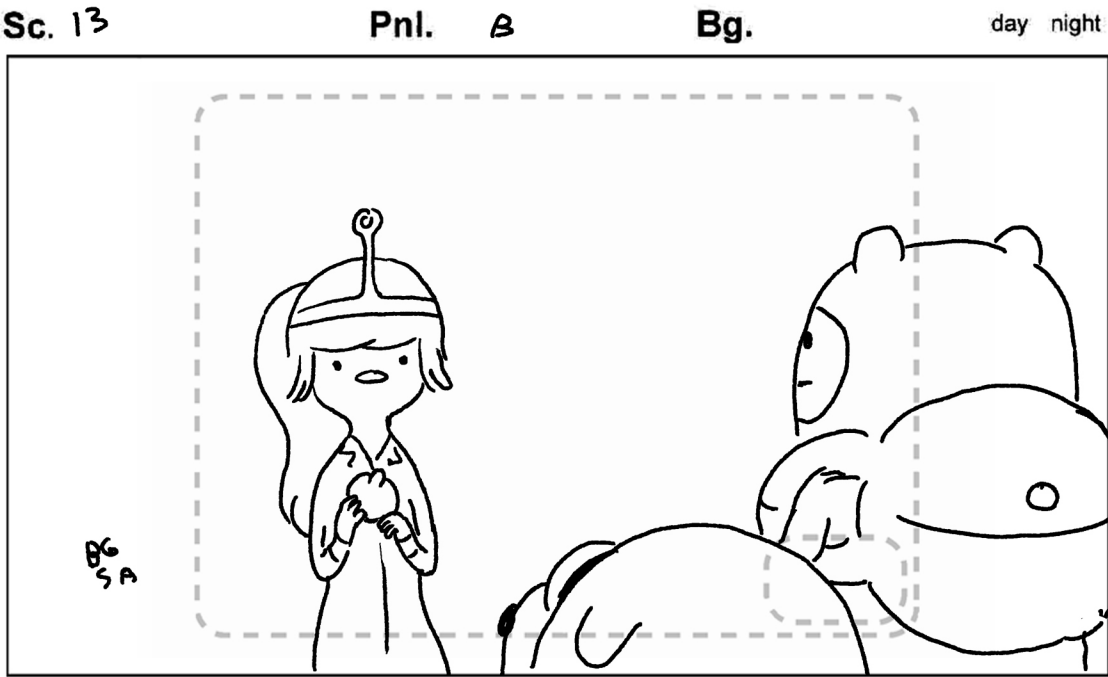
Sc. 12                      Pnl. B                      Bg.                      day   night                      Sc. 13                      Pnl. A                      Bg.                      day   night



Dialog:	(F) / HEY PREEBS WHAT'S UP,!	(PB) / HEY GUYS,
Action:		
Timing:		



ADVENTURE TIME



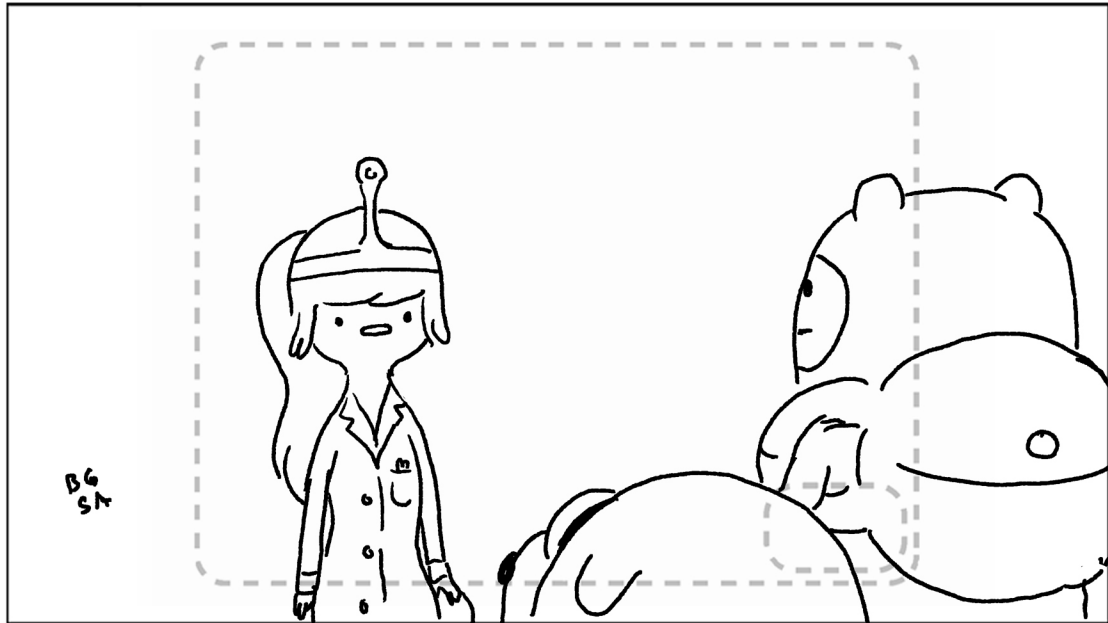
Dialog:	(PB) / I GOT A LETTER FROM THE EARLS OF LEMONGRAB,	(PB) / - THEY'VE GONE THROUGH ALL THE FOOD THAT -
Action:		
Timing:		

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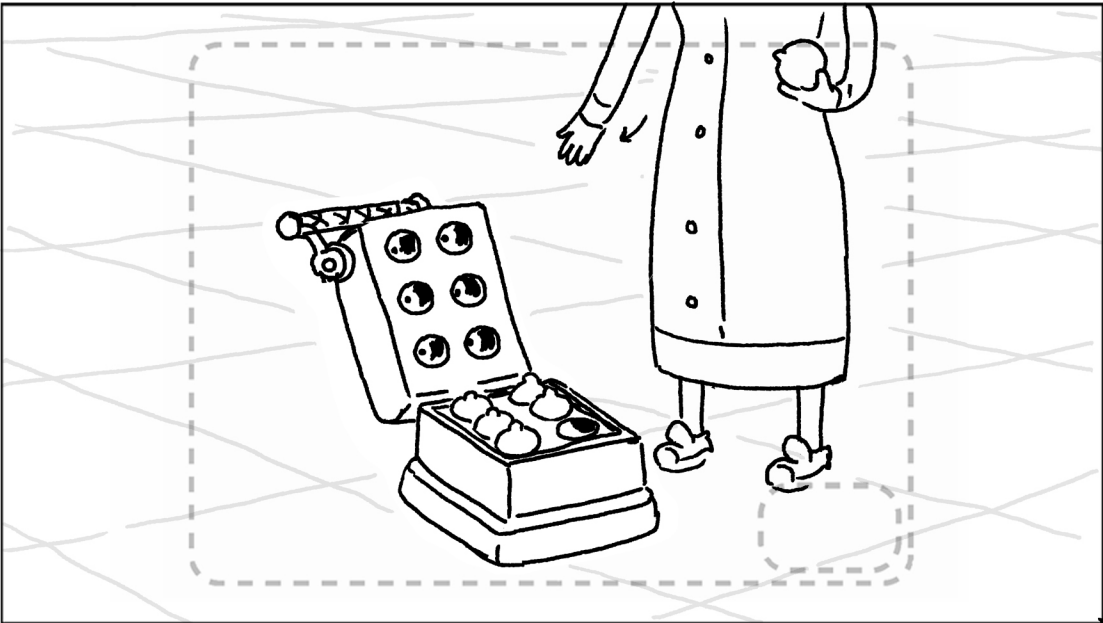
# ADVENTURE TIME



Sc. 13 Pnl. D Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:	(PB) / - I'VE SENT THEM.	(PB) / THIS CASE CONTAINS SEEDS
Action:		
Timing:		

EPISODE # 1014-115  
Production :



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# ADVENTURE TIME



Sc. 14

Pnl. B

Bg.

day night

Sc. 14

Pnl. C

Bg.

day night

Dialog: (PB) / FOR THE LEMONGRABS TO GROW INANIMATE - (PB) / - CANDY FOR EATING.

Action: PLACES SEED IN CARRIER

Timing:

EPISODE # 1014-115

Production :

# ADVENTURE TIME



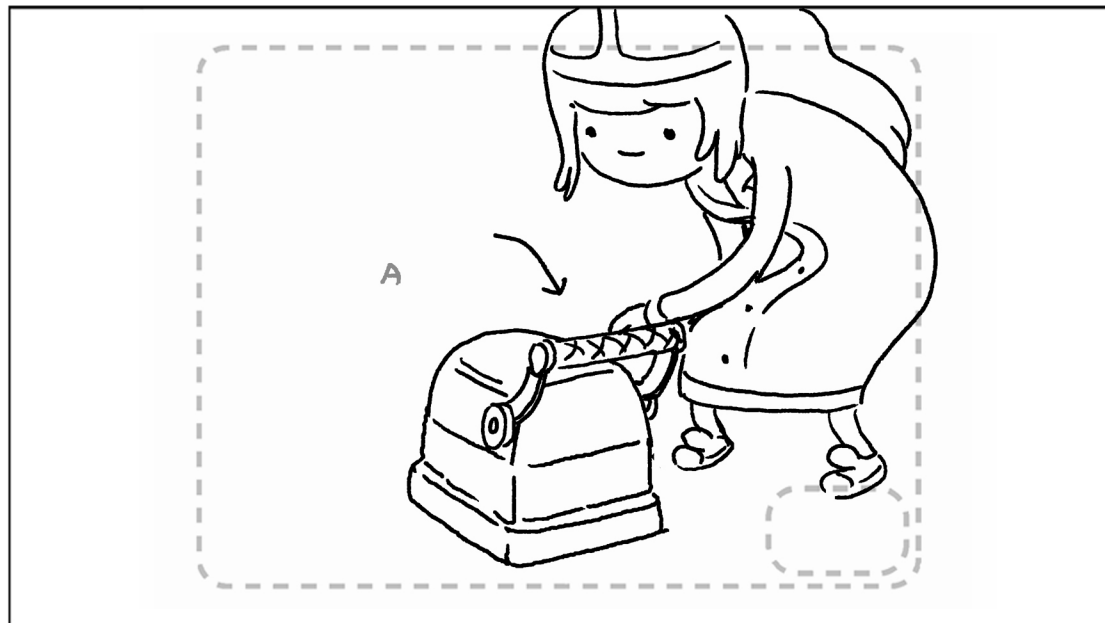
Page 18

Sc. 14

Pnl. D

Bg.

day night

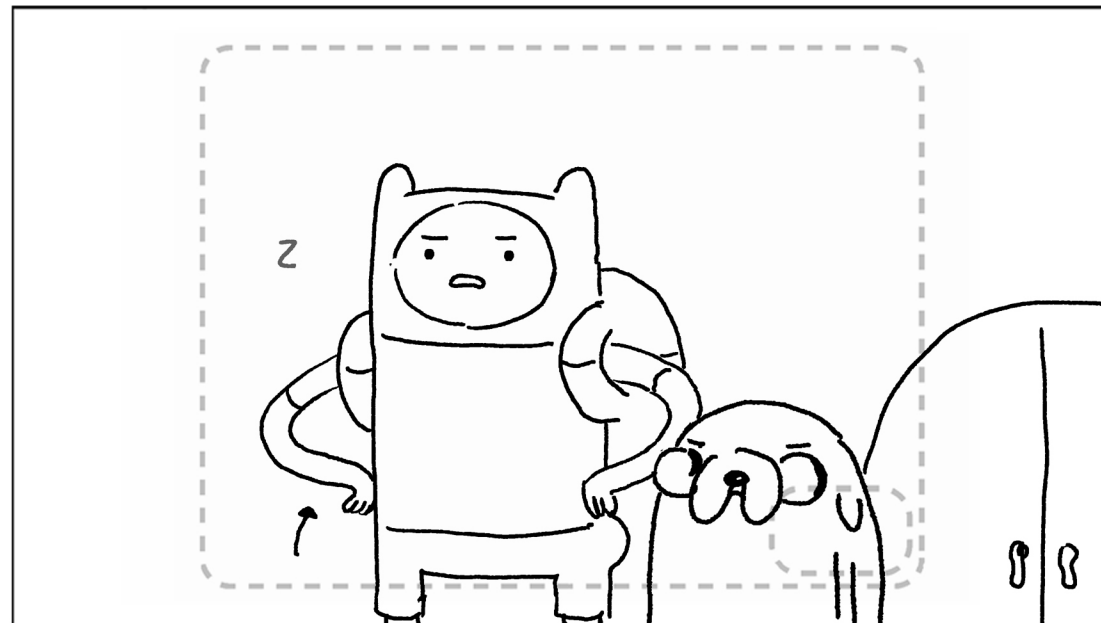


Sc. 15

Pnl. A

Bg.

day night

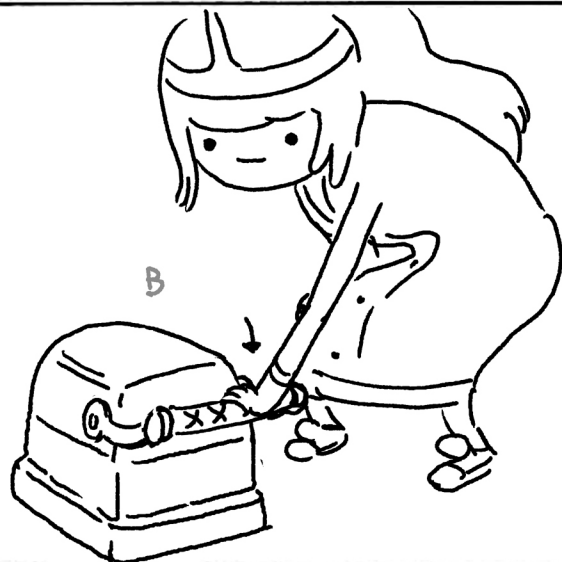


Dialog:

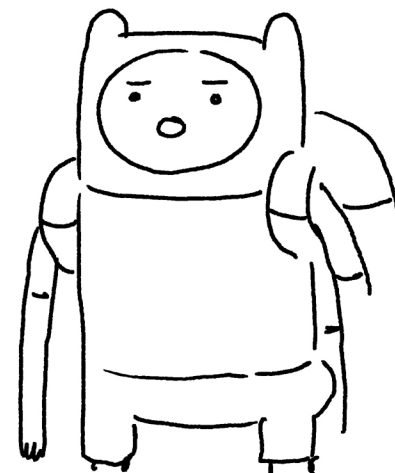
Action:

A CLOSES LID,  
B PUMPS IT, A

Timing:



12  
(F) SHOOT, I THOUGHT THE  
LEMONGRABS WERE COOLER NOW



EPISODE # 1014-115

Production :

# ADVENTURE TIME



Sc. 16	Pnl. A	Bg.	day night	Sc. 16	Pnl. B	Bg.	day night

Dialog:	<p>(PB) / NOPE . STILL BONZO ,</p> <p>(PB) / I KNOW THE EARLS CAN BE DIFFICULT</p>
Action:	<p>(LIKE A MATTER OF SCIENCE FACT)</p>
Timing:	

EPISODE # 1014-115

Production :

# ADVENTURE TIME



Page 20

Sc. 16

Pnl. c

Bg.

day night

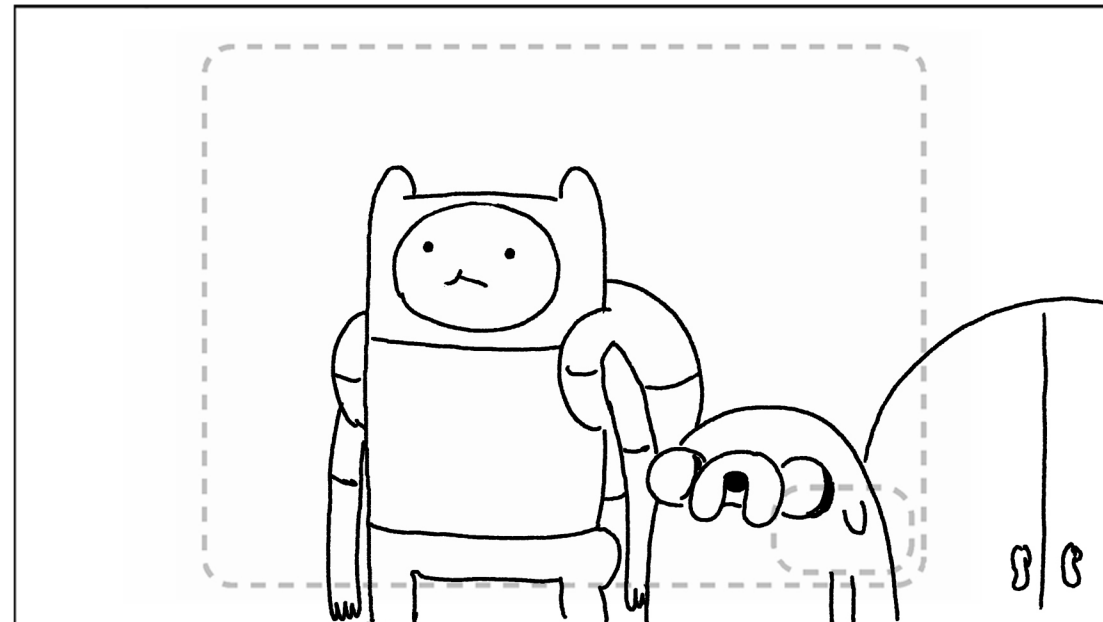


Sc. 17

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



<sup>A</sup> BUT IF WE HELP  
(PB) / THEM IT'LL BE EASIER  
FOR EVERYONE,  
<sub>B</sub> <sub>A</sub>

(PB) / (CONT) IT'S FOR THE  
GREATER GOOD.

<sup>B</sup>

(NOD)

EPISODE # 1014-115

Production :

# ADVENTURE TIME



Sc. 18

Pnl. A

Bg.

day night

Sc. 18

Pnl. B

Bg.

day night

Dialog:

(PB) / SO I NEED YOU TWO -

(PB) / - TO DELIVER THESE SEEDS -

Action:

(1)

Timing:

# ADVENTURE TIME



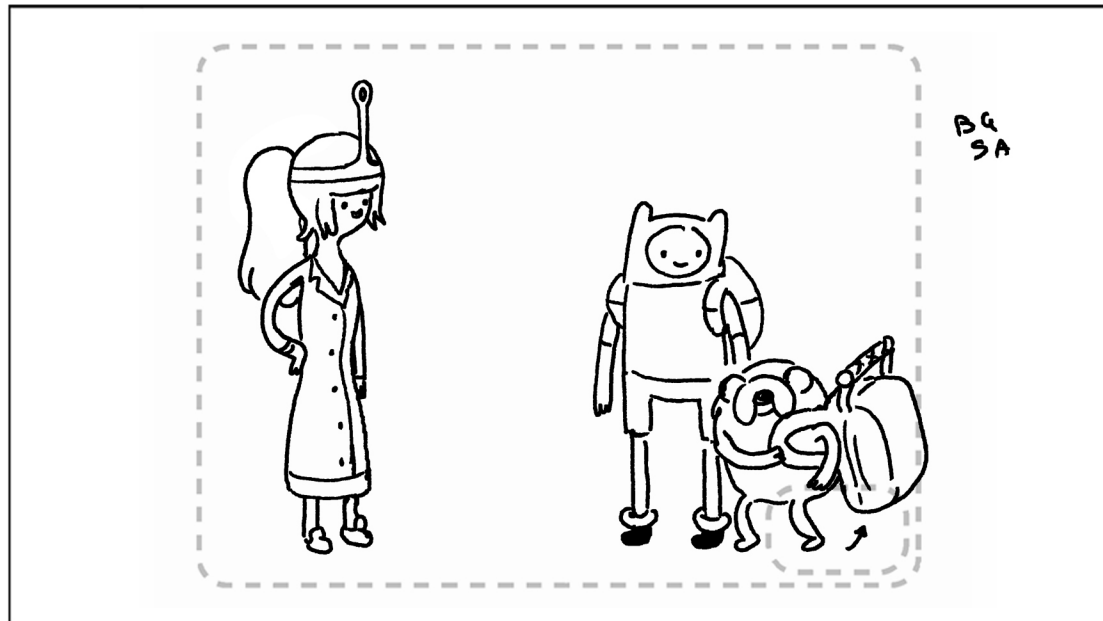
Page **22**

Sc. 18

Pnl. C

Bg.

day night

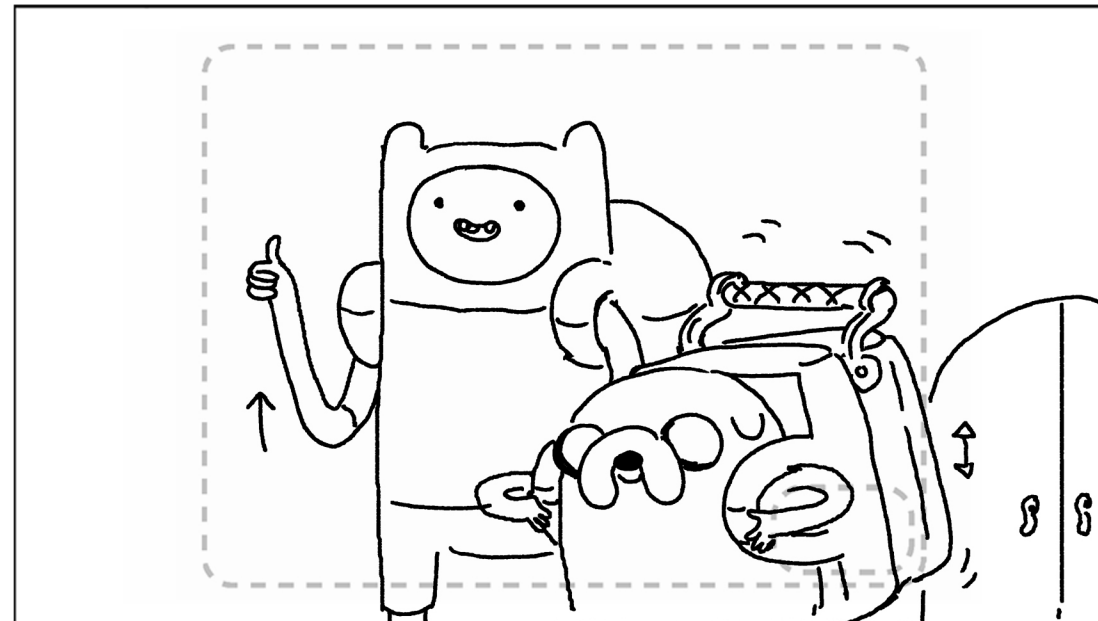


Sc. 19

Pnl. A

Bg.

day night



Dialog:

(PB) / TO LEMON CASTLE.

(F) / FOR SURE, WE'LL DO IT.

Action:

Timing:

(JAKE BOUNCES BACK  
TWICE, FEELING ITS  
HEFT)



1014-115

EPISODE #

Production :

# ADVENTURE TIME



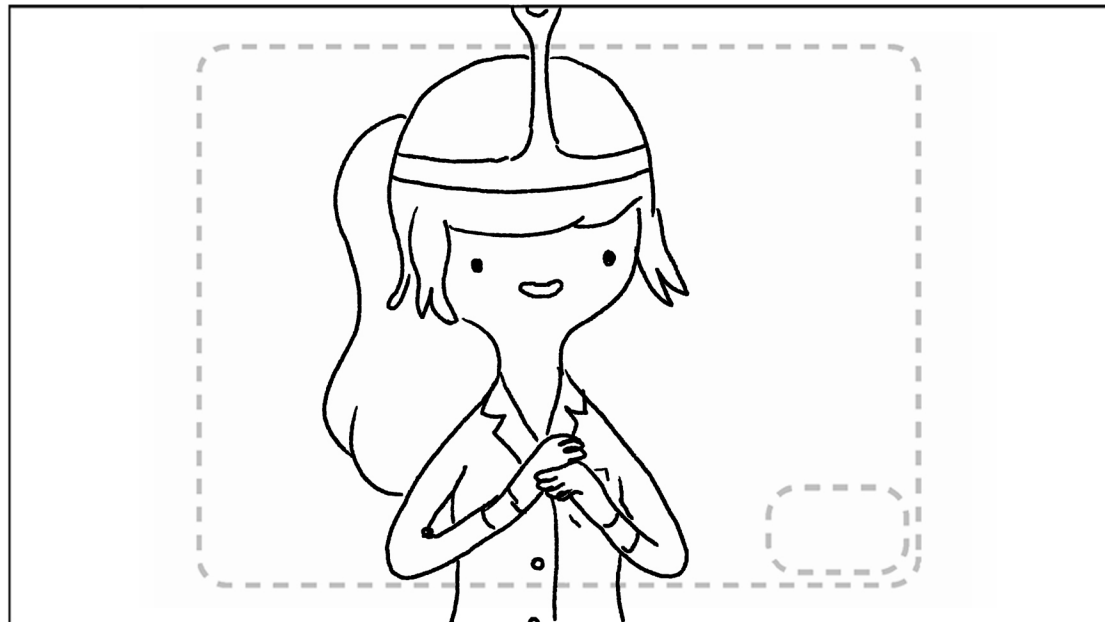
Page 23

Sc. 20

Pnl. A

Bg.

day night

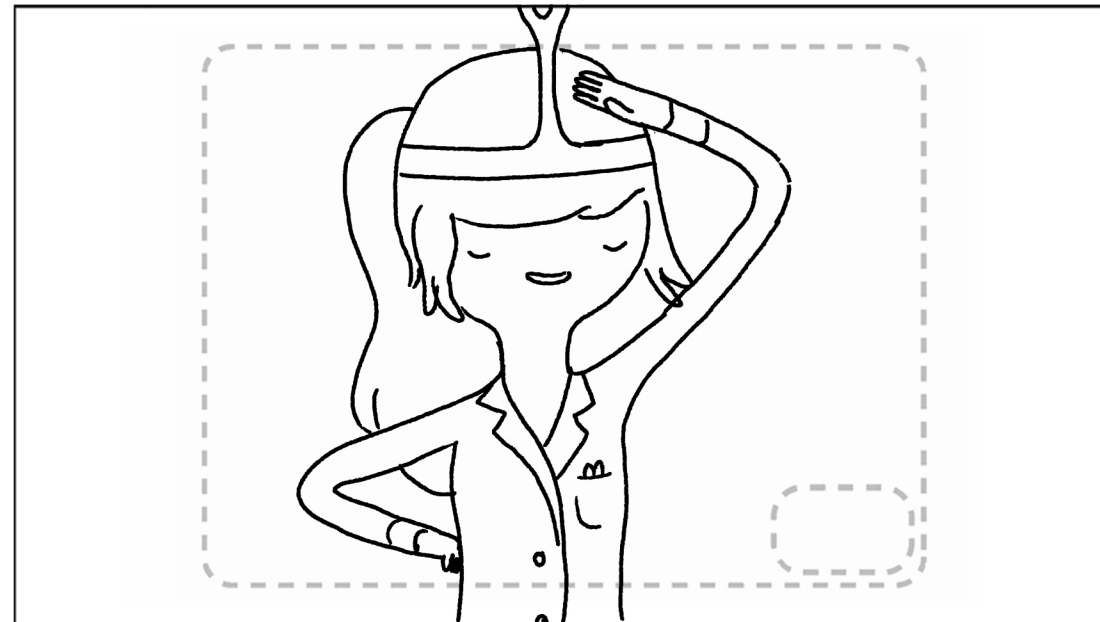


Sc. 20

Pnl. B

Bg.

day night



Dialog:

(PB) / YOU ARE THE BEST.

(PB) GOOD LUCK, GENTLEMEN.'

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Sc. 21	Pnl. A	Bg.	day night	Sc. 21	Pnl. B	Bg.	day night

Dialog:
Action:
Timing:

~ SALUTE ~



# ADVENTURE TIME



Sc. 21 Pnl. C Bg. day night

BG SA

Sc. 21 Pnl. D Bg. day night

ADJ →

BG SA.

Dialog: ⑤ / HUP!!!

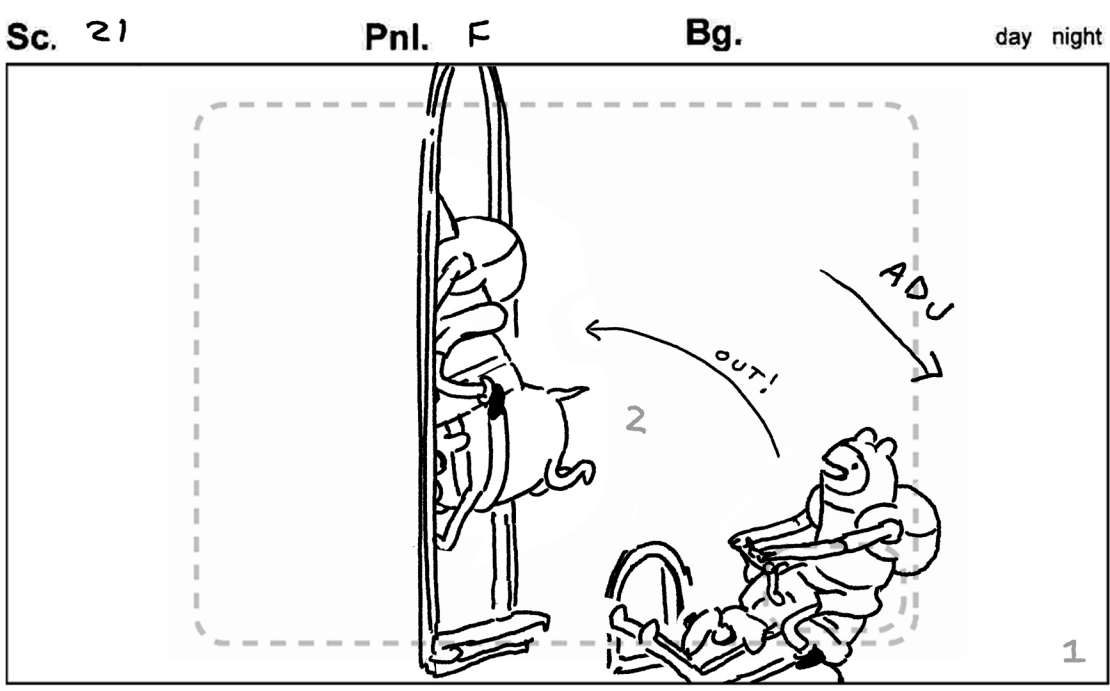
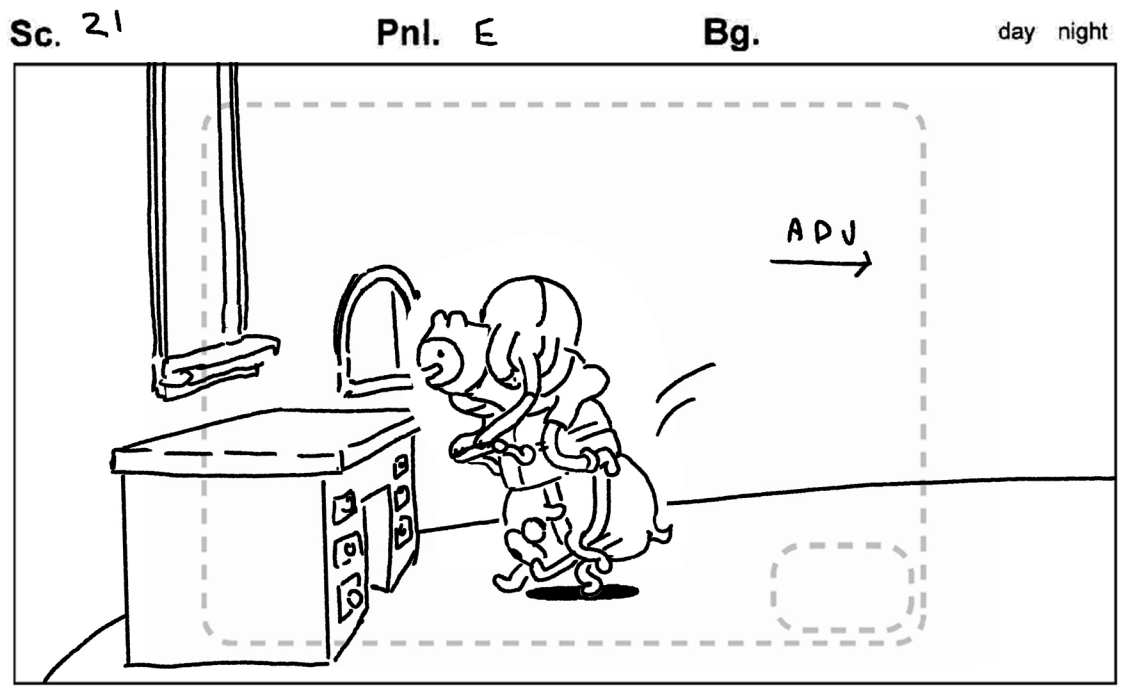
Action: JAKE REARS UP. JAKE GALLOPING CYCLE

Timing:

C B A

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# ADVENTURE TIME



Dialog:
Action: GALLOPING FAST,
Timing:

LEAPS OUT WINDOW

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# ADVENTURE TIME



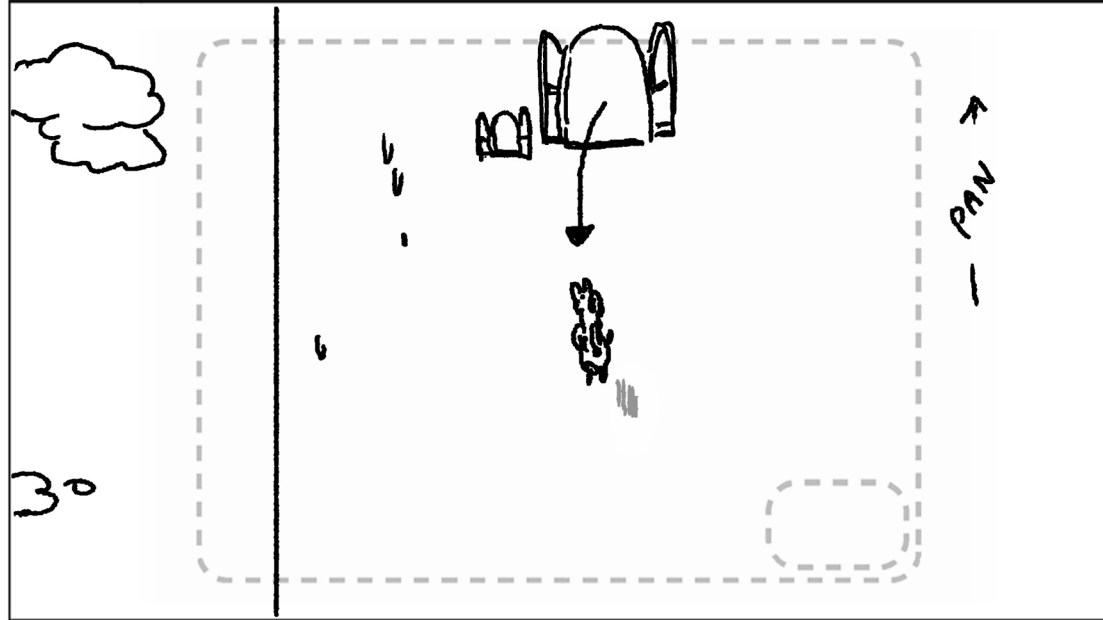
Page 27

Sc. 22

Pnl. A

Bg.

day night

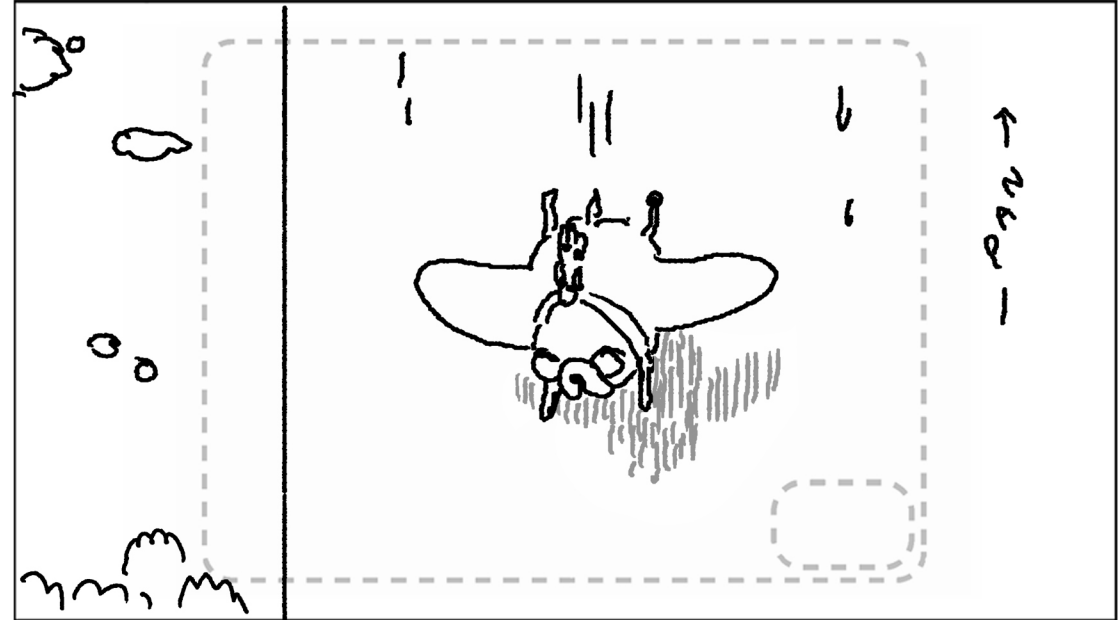


Sc. 22

Pnl. B

Bg.

day night



Dialog:

Action:

JAKE GETS BIGGER,  
GROWS GLIDING WINGS.

Timing:

EPISODE # 1014-115

Production :

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# ADVENTURE TIME



Sc. 22

Pnl. C

Bg.

day night

Sc. 22

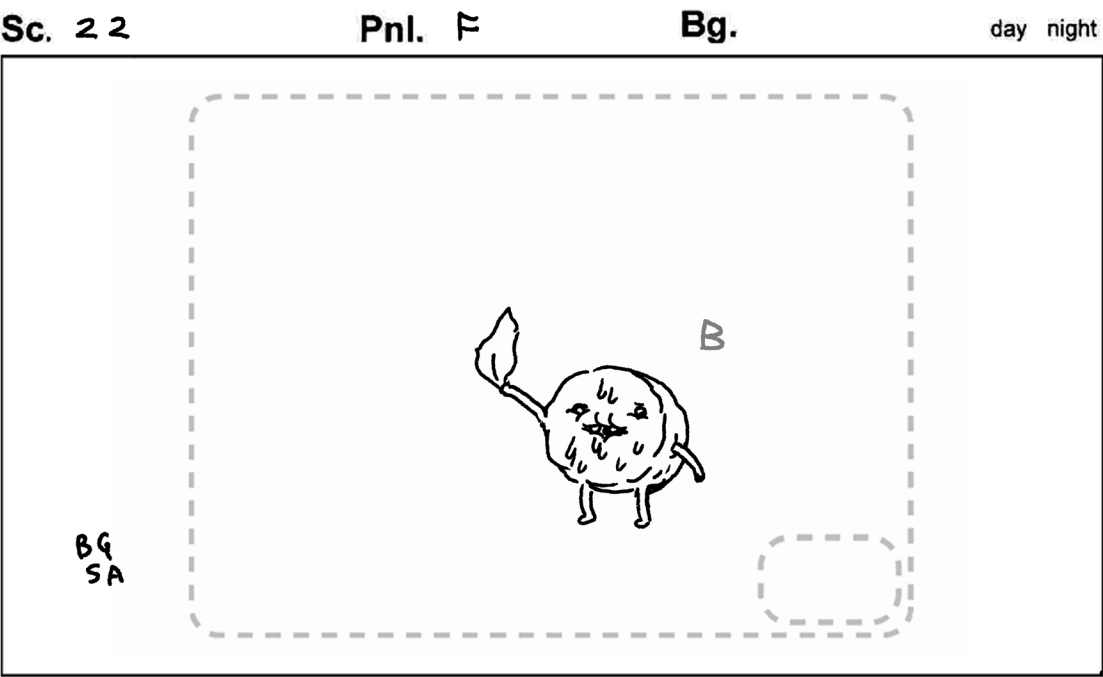
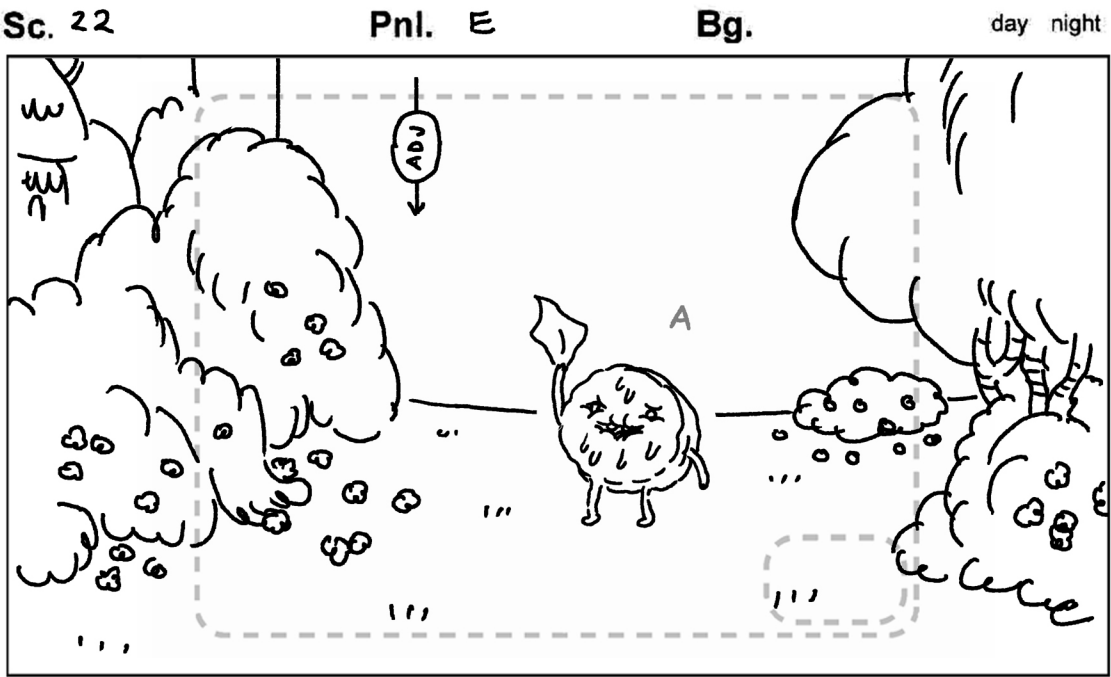
PNL.D

Bg.

day night

Dialog:
Action: <div>PULLS UP</div> <div>WOOSHES OUT</div>
Timing:

ADVENTURE TIME



Dialog:

(C) / BYE , GIRLFRIEND !

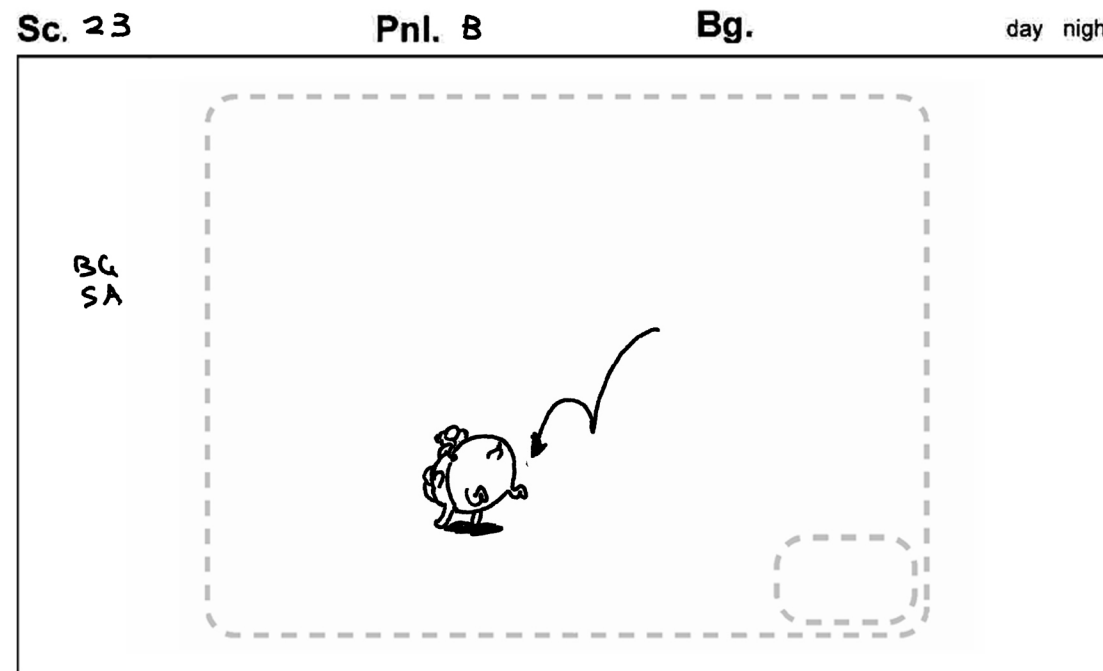
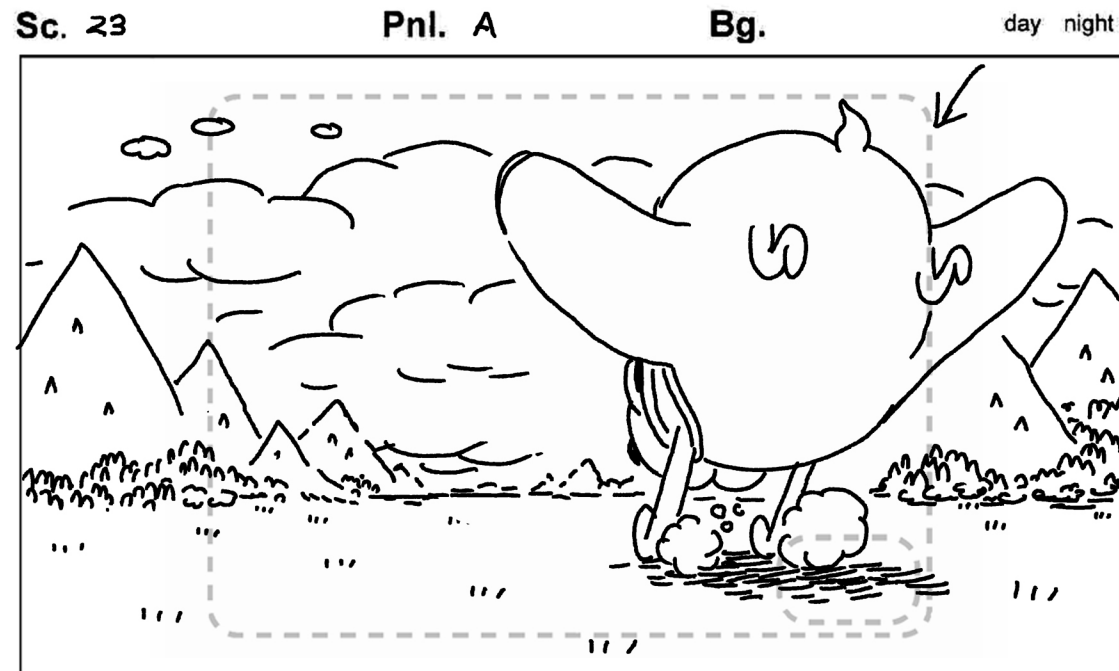
Action: AFTER F+J EXIT SCENE ,  
ADJ. DOWN TO CINNAMON BUN , WAVING . ( HANKY WAVING CYCLE , A , B , A , B , A )

Timing:

# ADVENTURE TIME



Page 30

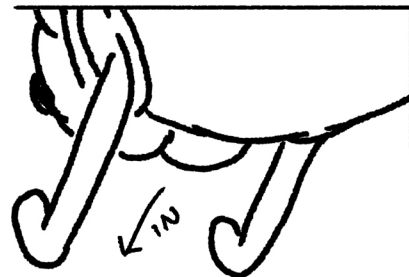


Dialog:

Action:

J. LANDS WITH  
A THUMP,  
(CAM. SHAKE)

Timing:



WINGS SUCK IN,  
GALLOPS OFF TOWARDS THE  
STORM CLOUDS.

1014-115

EPISODE #

Production :

# ADVENTURE TIME



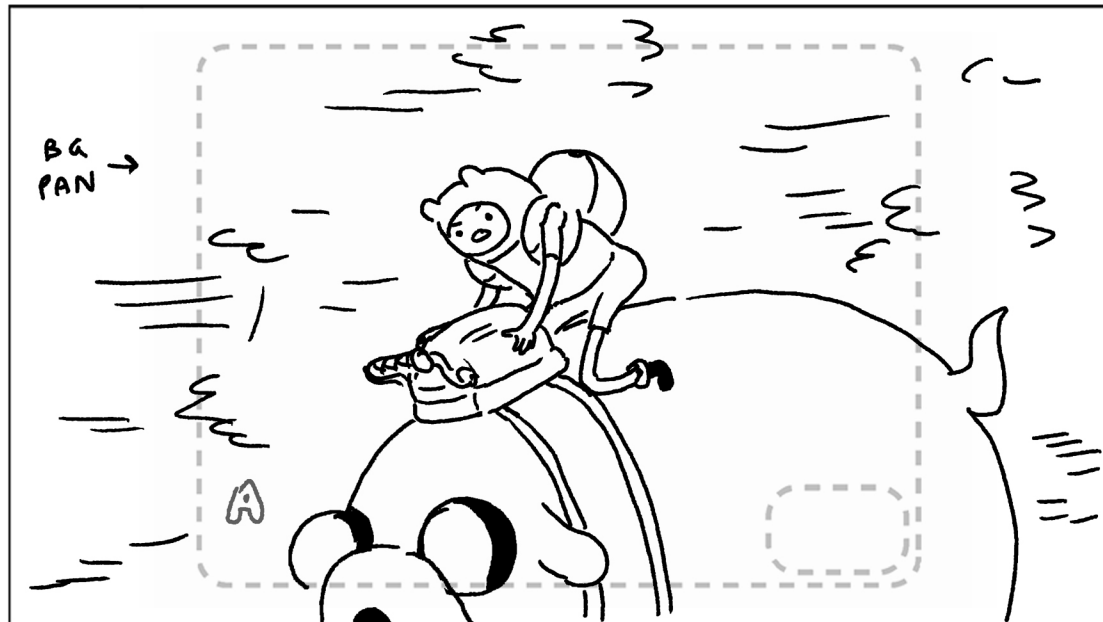
Page 31

Sc. 24

Pnl. A

Bg.

day night

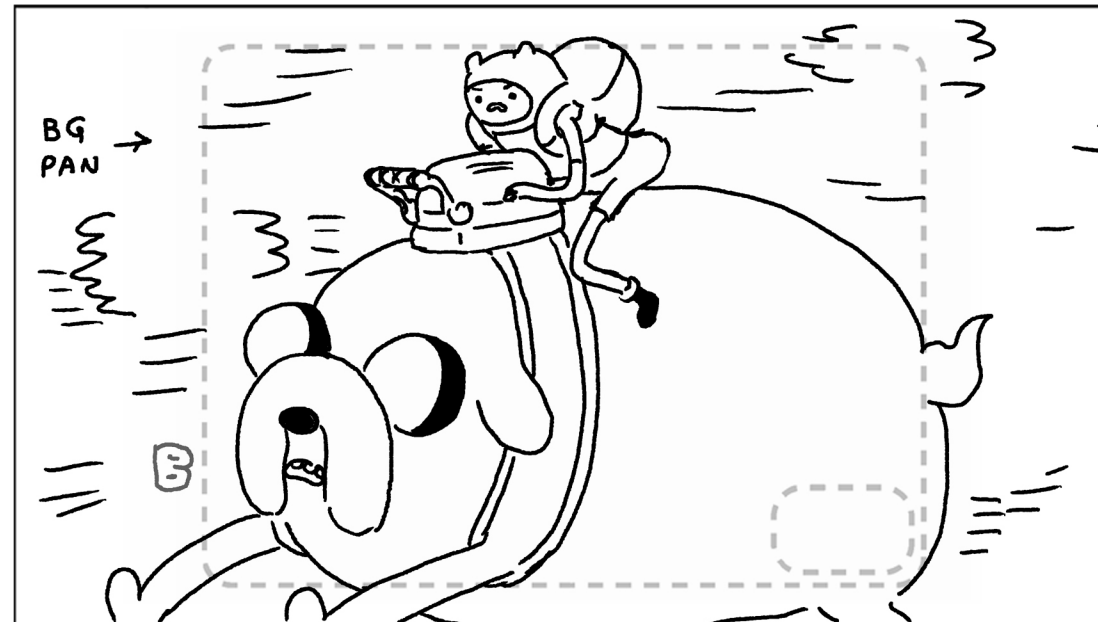


Sc. 24

Pnl. B

Bg.

day night



Dialog:

(F) / (JOSTLED)  
JAKE, REMEMBER HOW  
NUTS LEMONGRAB IS?

(J) / SO NUTS.

Action:

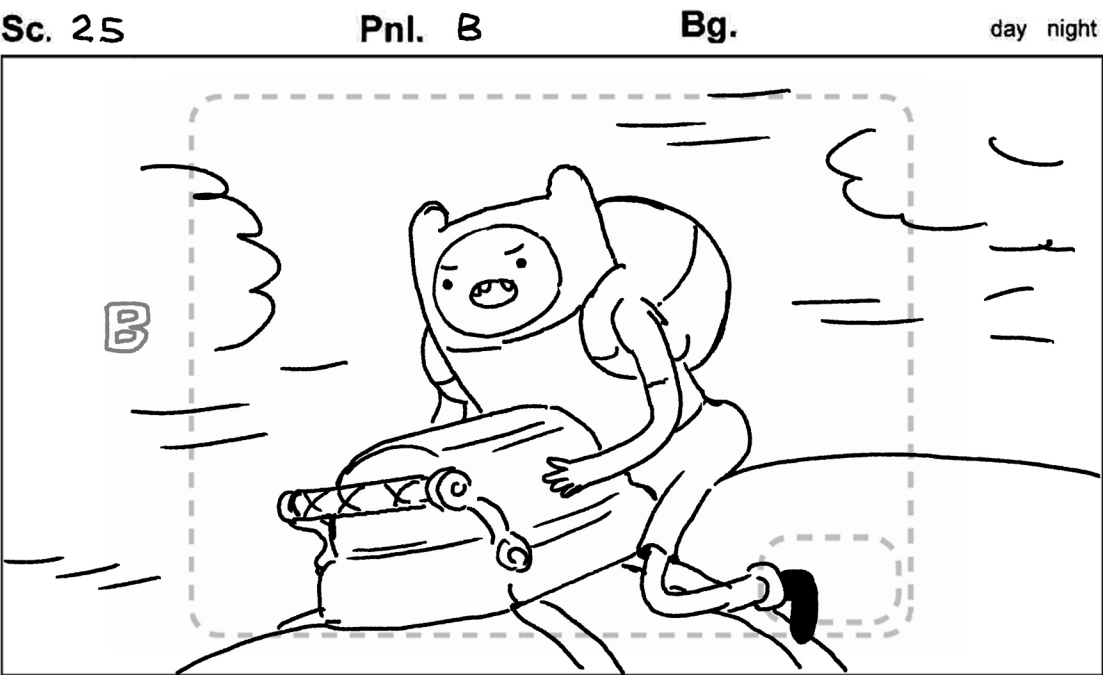
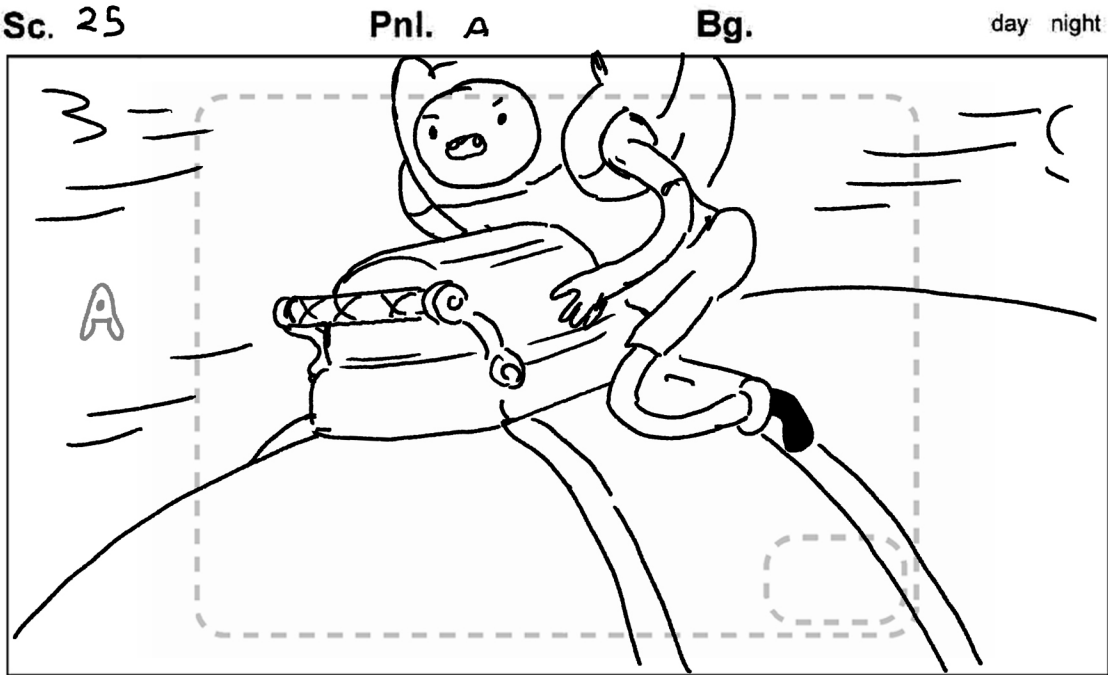
FINN + JAKE TRAVELLING FAST.  
JAKE GALLOPPING, A BABAB etc.

Timing:

EPISODE # 1014-115

Production :

ADVENTURE TIME

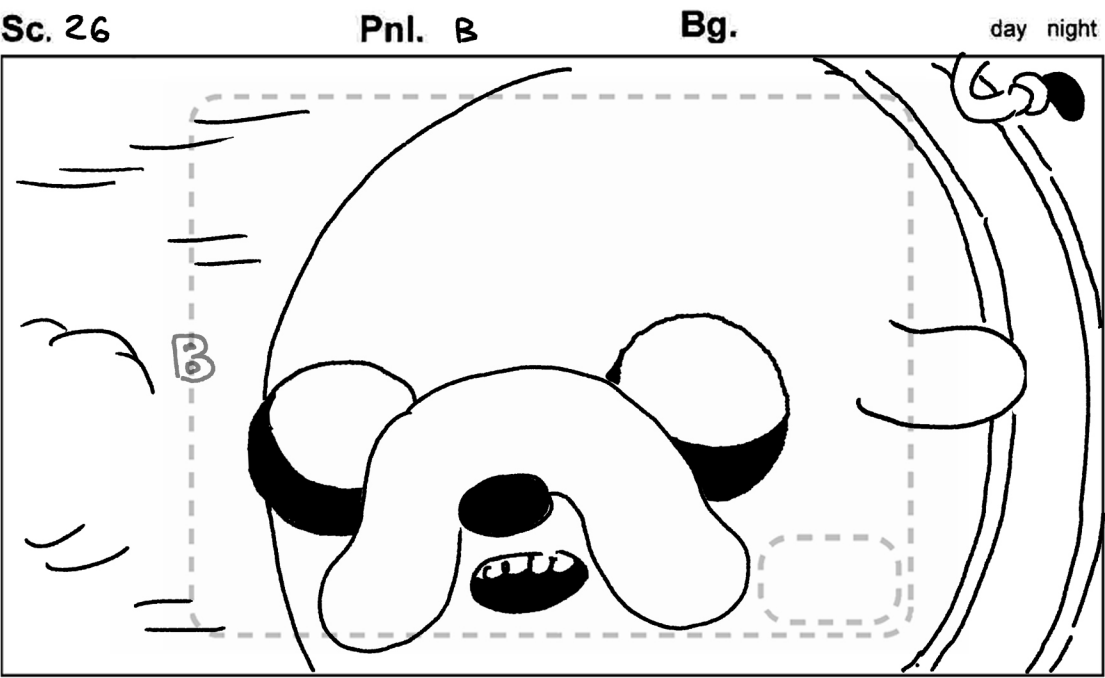
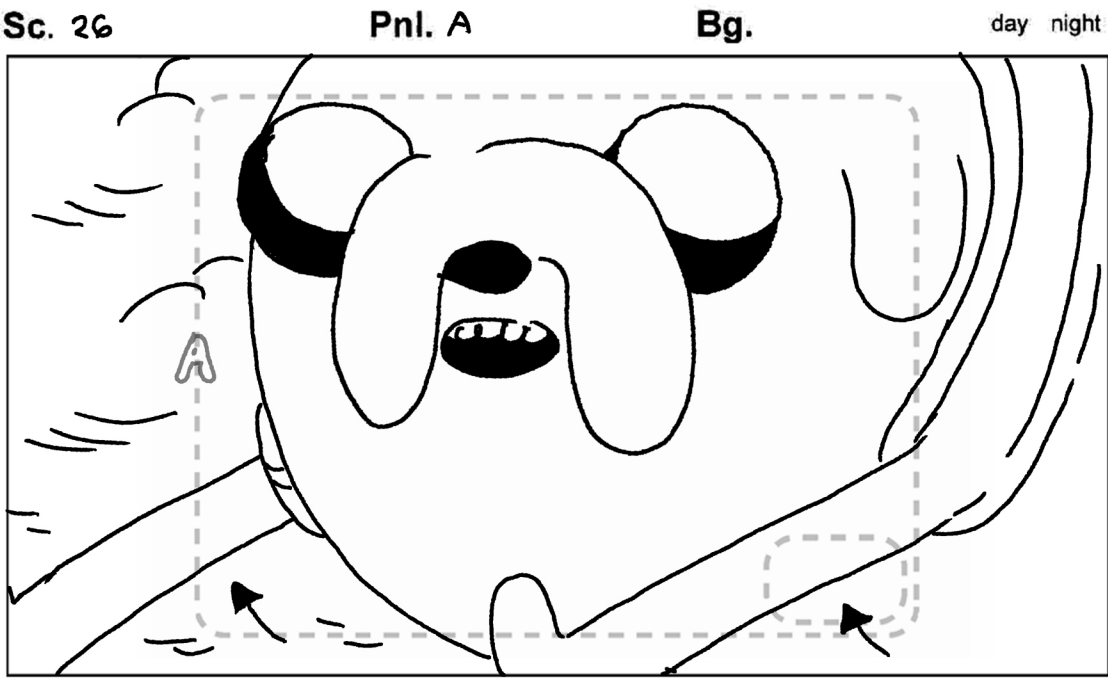


Dialog:	Ⓔ / AND NOW THERE'S <u>TWO</u> OF THEM;
Action:	UP + DOWN , A , B , A , B ETC
Timing:	



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# ADVENTURE TIME



Dialog:	⑤ / YEAH MAN,	⑤ / <u>DOUBLE</u> <u>NUTS.</u>
Action:	UP + DOWN , A , B , A , B ETC	
Timing:		

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



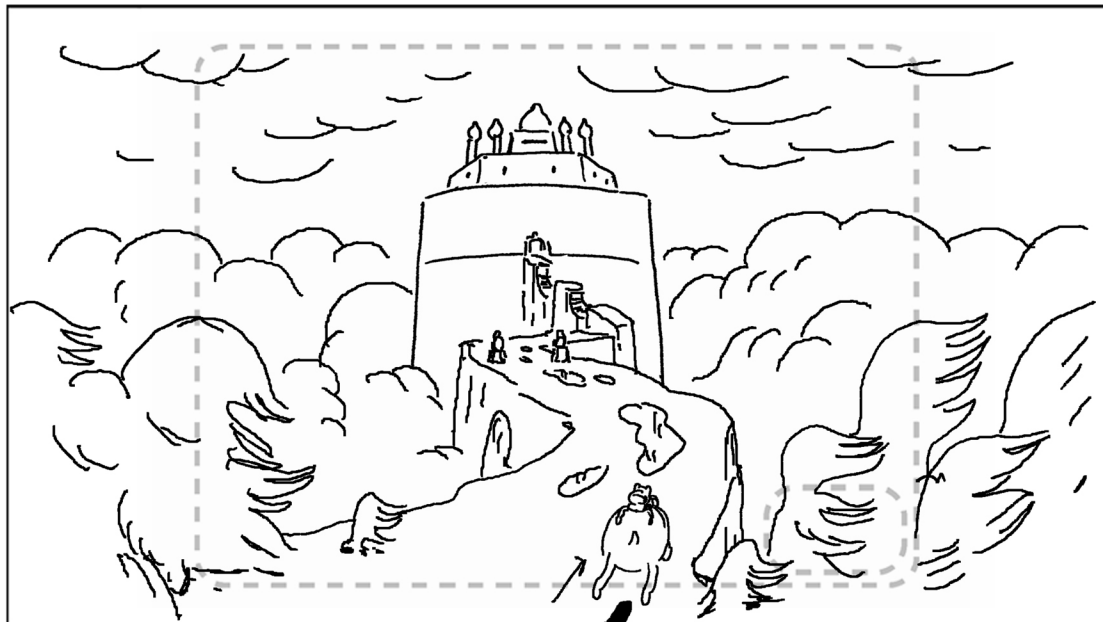
Page 34

Sc. 27

Pnl. A

Bg.

day night

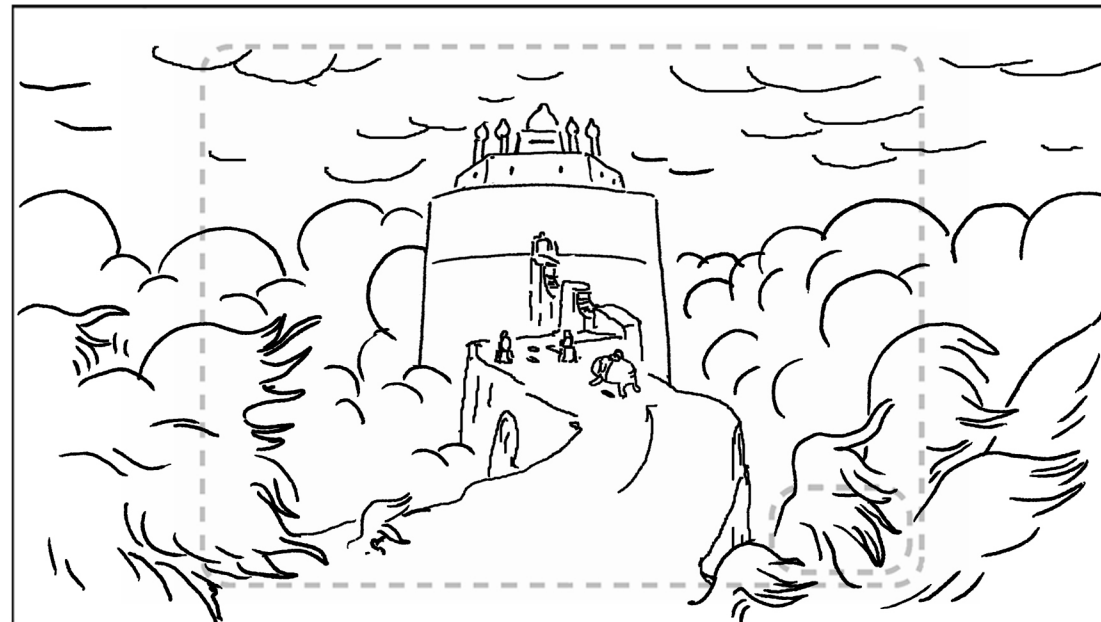


Sc. 27

Pnl. B

Bg.

day night



Dialog:

Action:

- DARK CLOUDS MOVING →
- LOWER CLOUDS ROLLING →
- TREES WHIPPING →

F+J RUNNING UP PATH

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page **35**

Sc. 28

Pnl. A

Bg.

day night

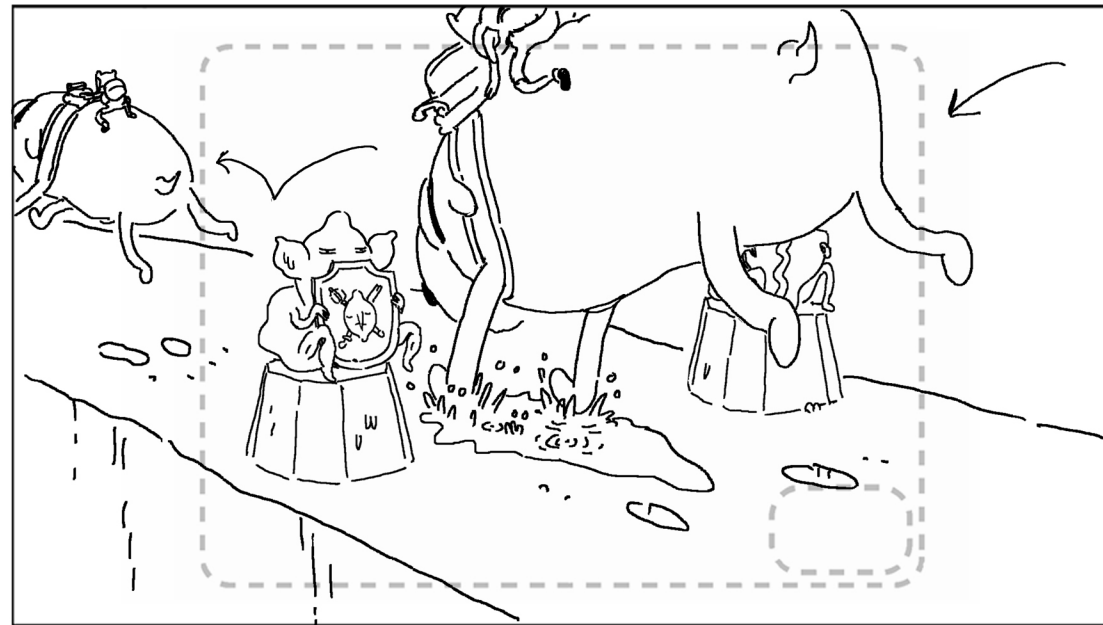


Sc. 28

Pnl. B

Bg.

day night



Dialog:

Action: ( LEMONMUTANTS HOLDING ESCUTCHEONS,  
POSING AS STATUES )

DESIGNS, MEANT TO BE KIND OF LIKE THE BRITISH LION + UNICORN ?

Timing:

EPISODE # 1014-115

Production :

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ADVENTURE TIME



Sc. 28

Pnl. C

Bg.

day night

Sc. 29

Pnl. A

Bg.

day night

Dialog:	
Action:	WEIRDOS LOOK AT EACHOTHER JAKE SLOWS TO A WALK.
Timing:	

# ADVENTURE TIME



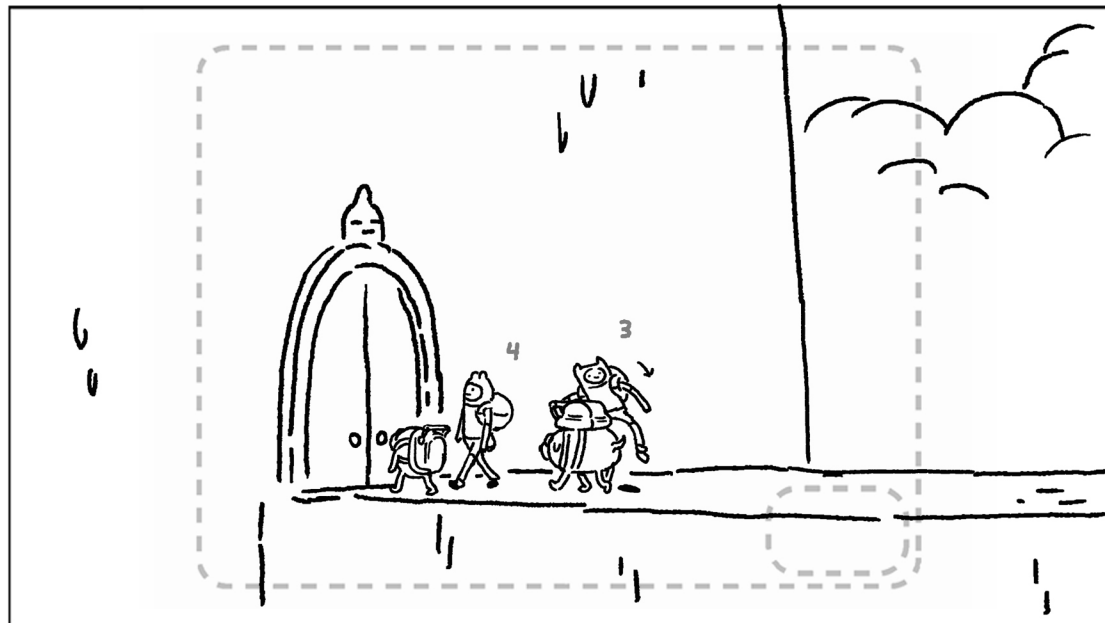
Page **37**

Sc. 29

Pnl. B

Bg.

day night

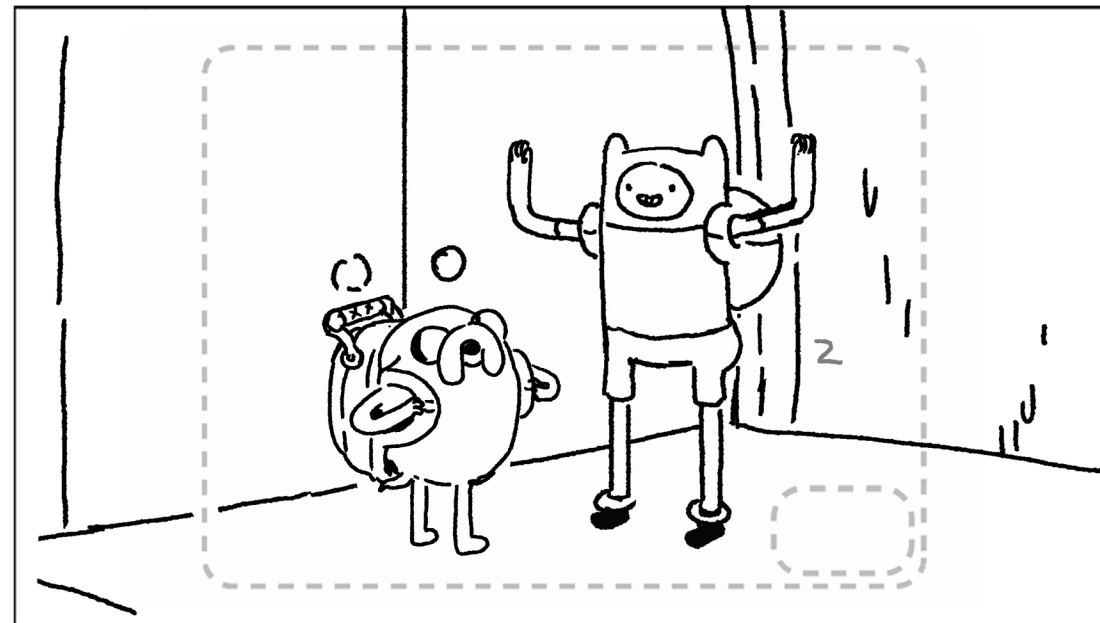


Sc. 30

Pnl. A

Bg.

day night



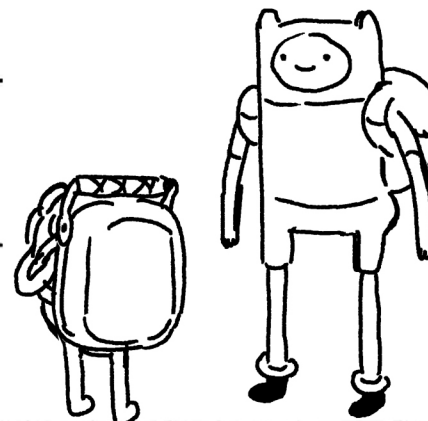
Dialog:

Action:

Timing:

3 FINN STEPS OFF JAKE.

② LET'S DO THIS!



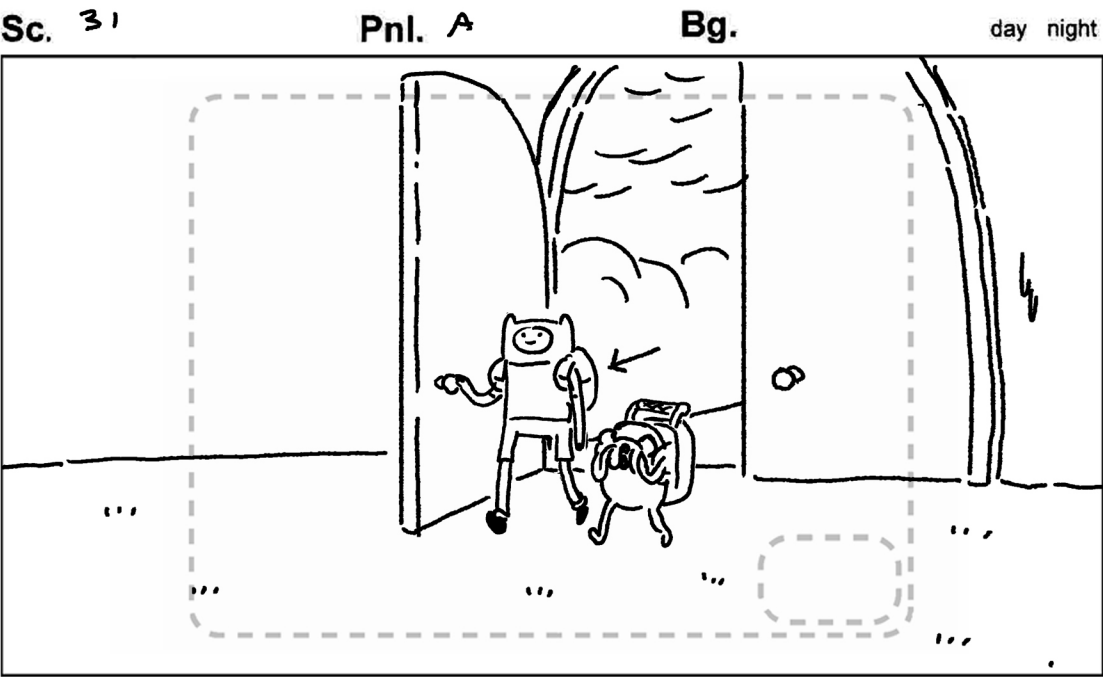
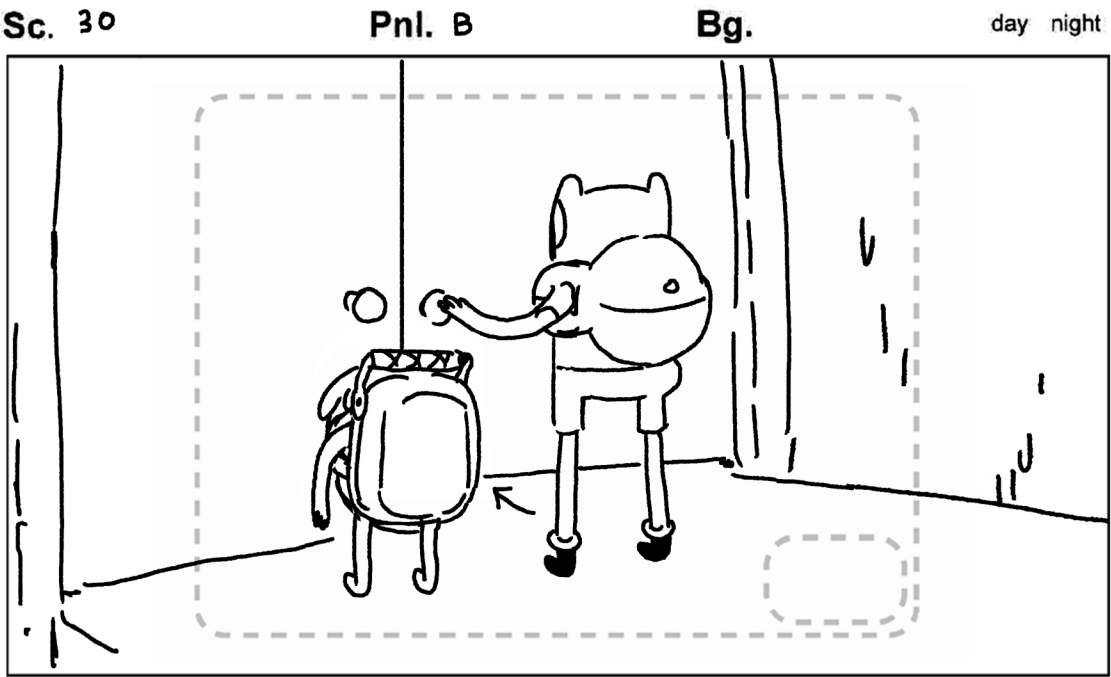
1 FINN STARTS TALKIN', JAKE TURNS TO LOOK AT HIM.

EPISODE # 1014-115

Production :

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# ADVENTURE TIME



Dialog:	Ⓜ/ HEY LEMONGRABS!! YOU HOME?!
Action:	FINN OPENS DOOR
Timing:	

# ADVENTURE TIME



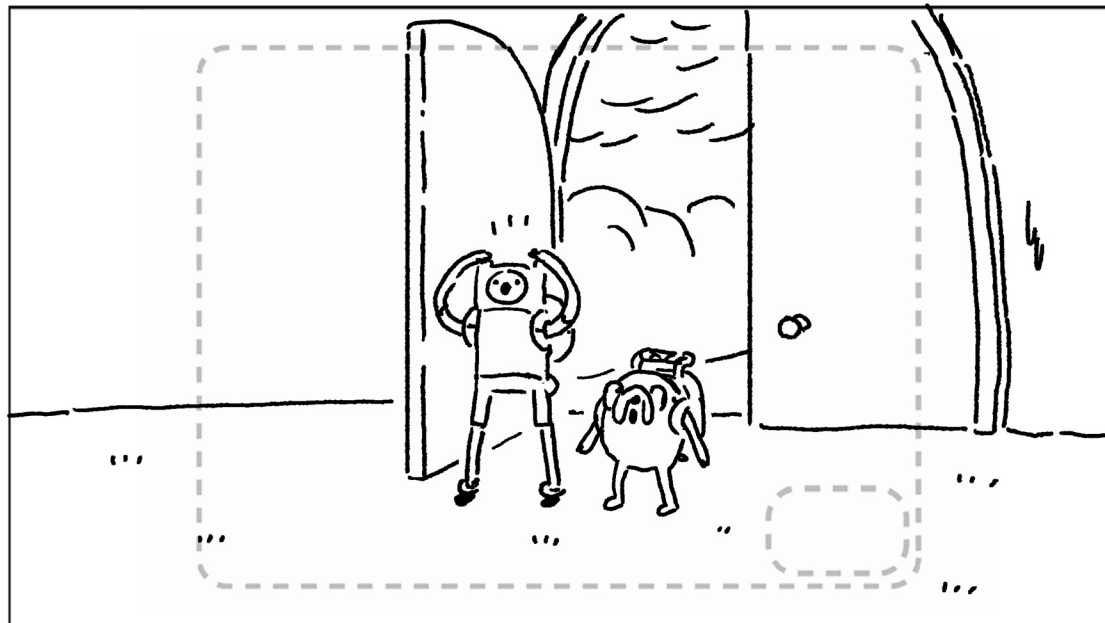
Page **39**

Sc. 31

Pnl. B

Bg.

day night

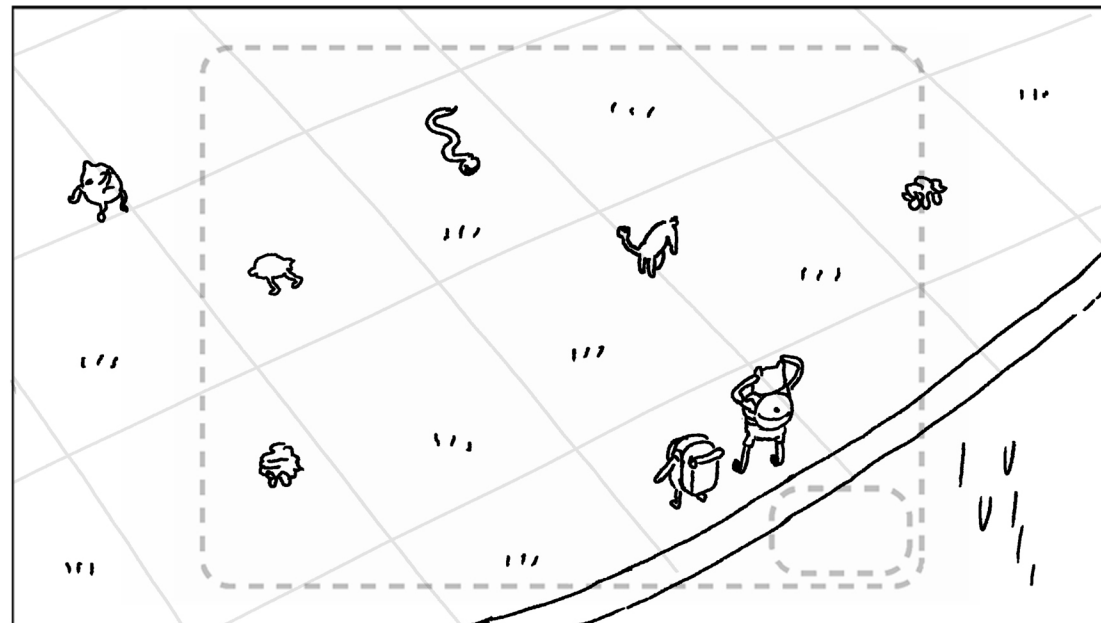


Sc. 32

Pnl. A

Bg.

day night



Dialog:

Ⓔ / HOLY!!!

Action:

- GREEN LAWN,  
- YELLOW CREATURES

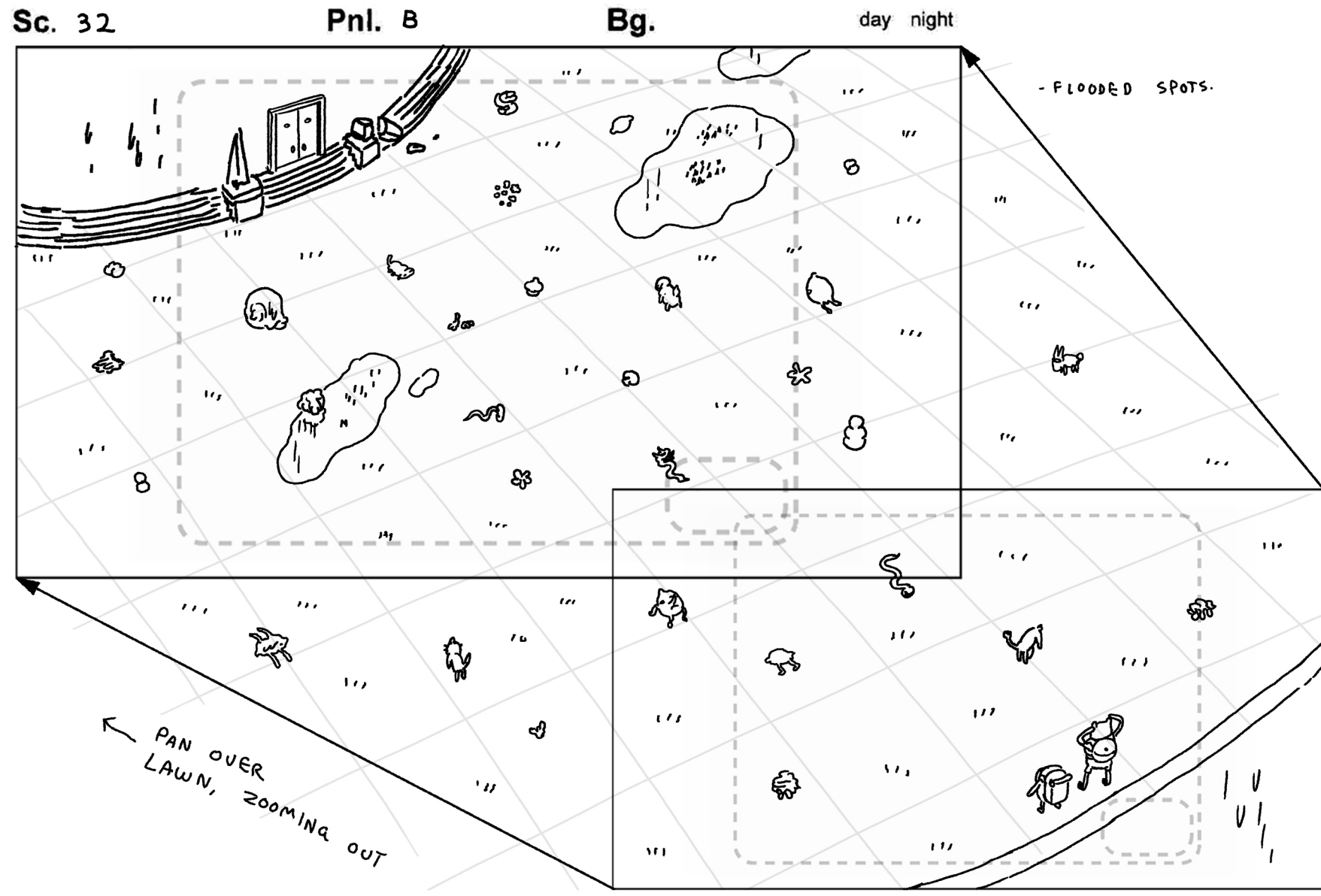
Timing:

EPISODE # 1014-115

Production :

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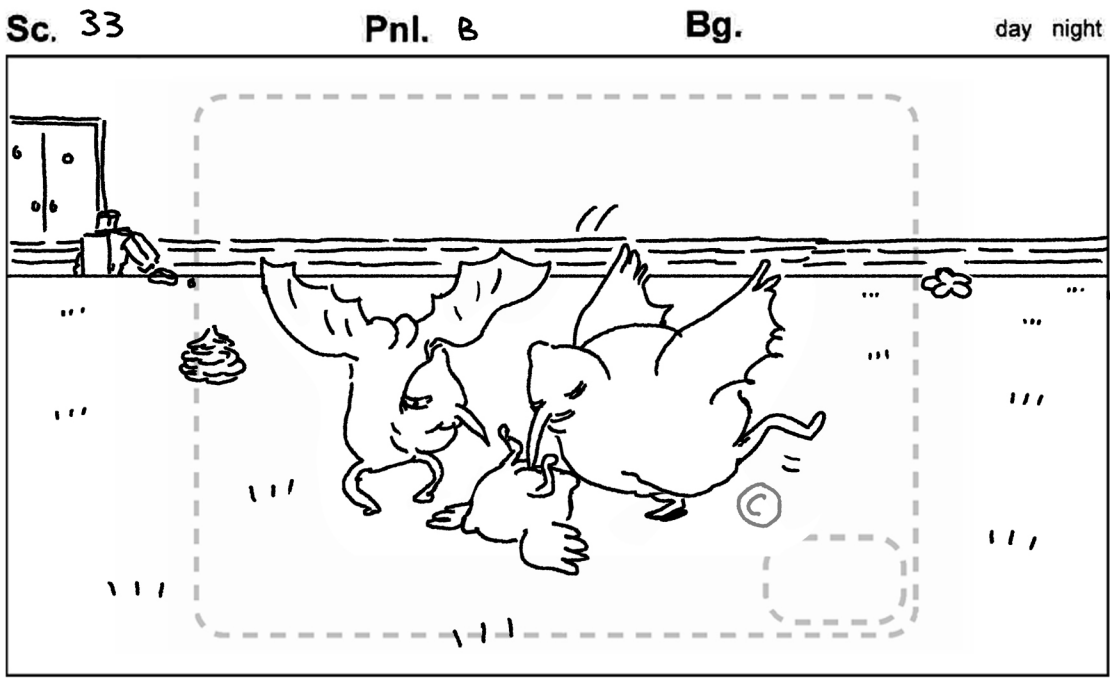
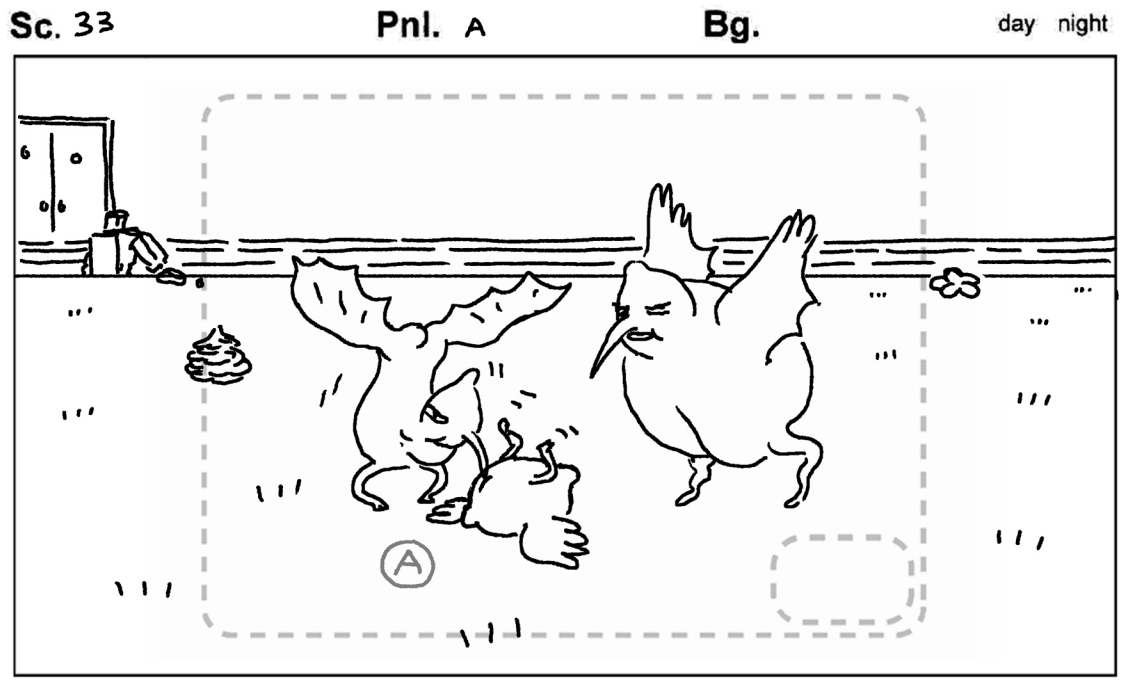
# ADVENTURE TIME

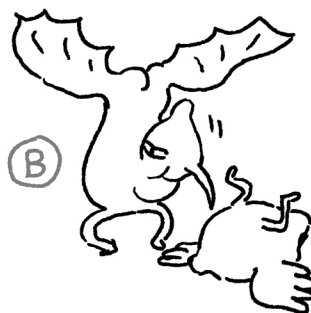
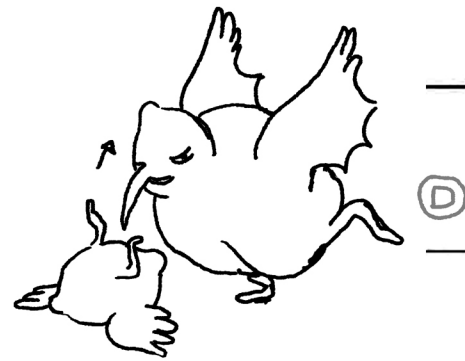




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# ADVENTURE TIME



Dialog:	
Action:	
Timing:	<p>PECKING THE HECK OUT OF A LEMON. BABABA C D C D</p> 

# ADVENTURE TIME



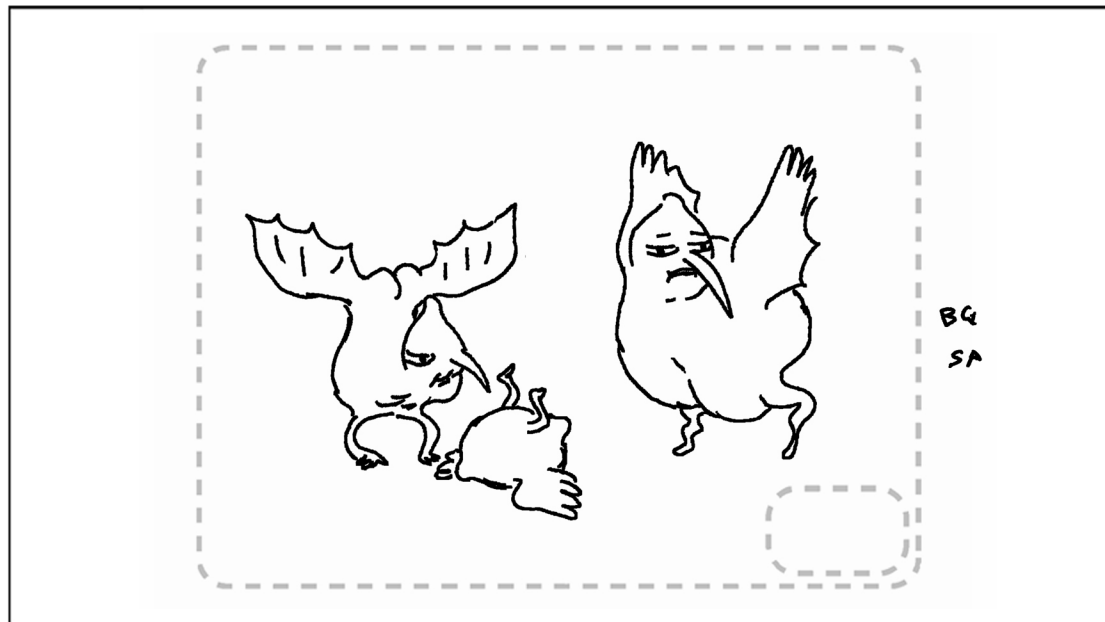
Page 42

Sc. 33

Pnl. c

Bg.

day night

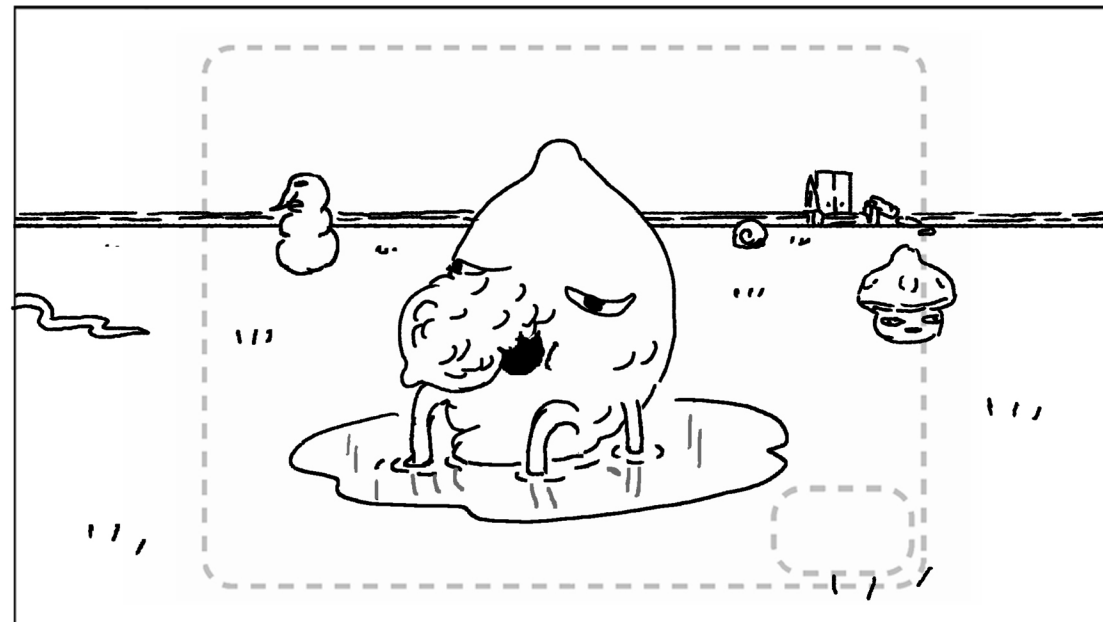


Sc. 34

Pnl. A

Bg.

day night



Dialog:

(BIRDOS) / BUCK! BUCK!  
TSST! TSST! TSST!

(WEIRDO) / BLUBLUB

Action:

BIRDS LOOK UP.

WEIRDO SITTING IN A PUDDLE

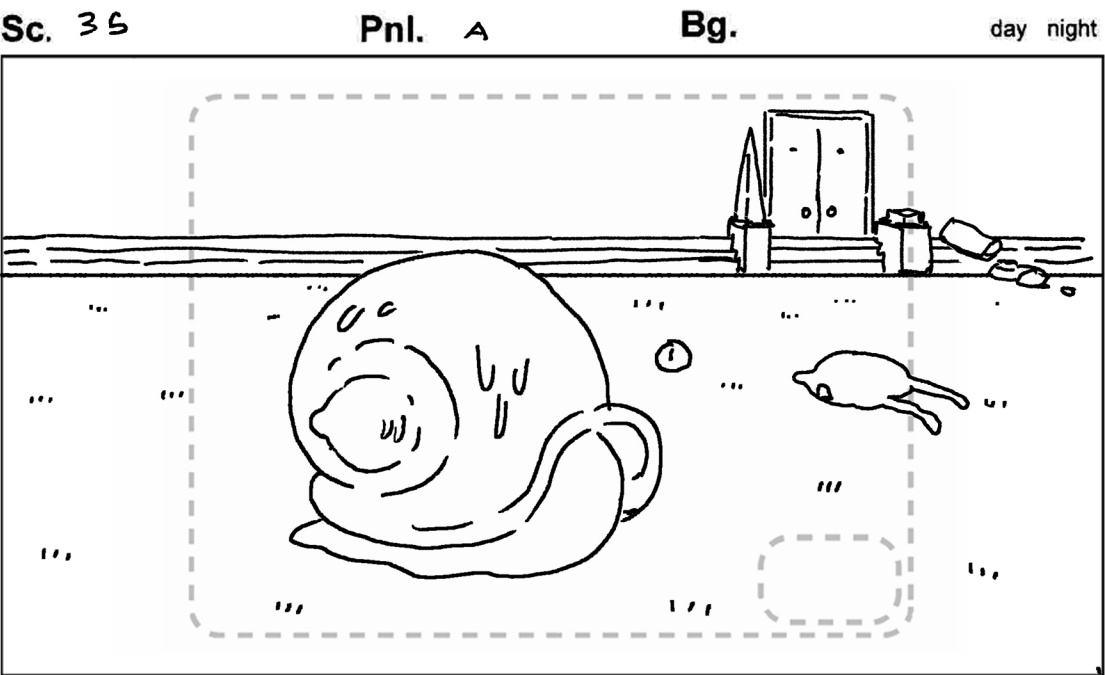
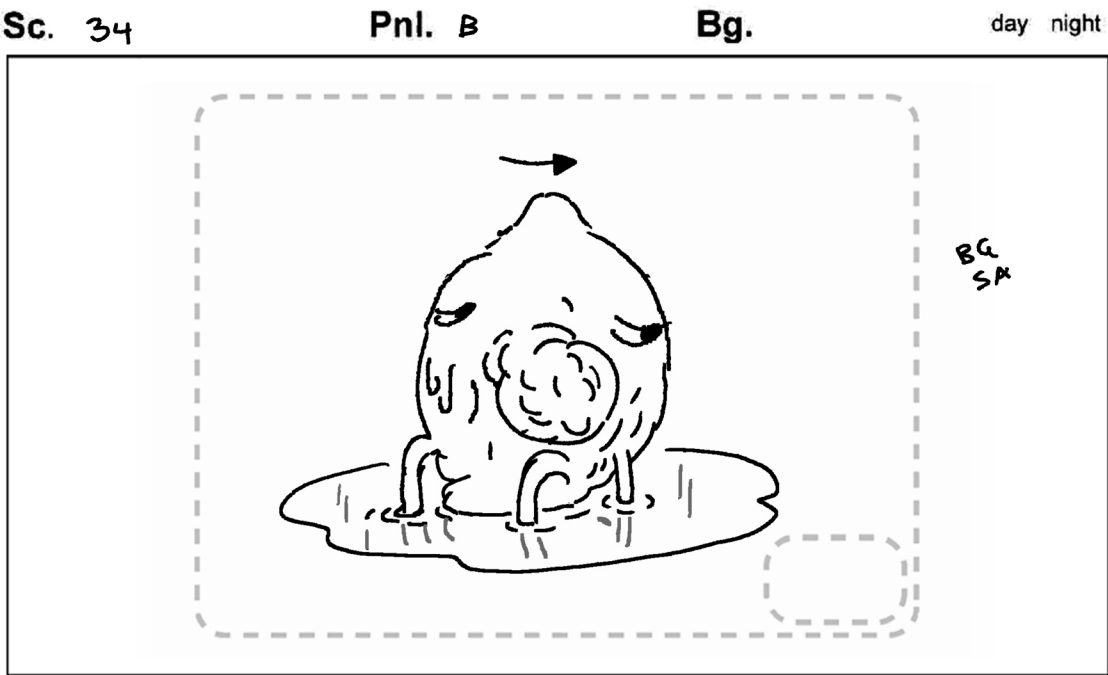
Timing:

EPISODE # 1014-115

Production :

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# ADVENTURE TIME



Dialog:	
Action:	LOOKS OVER
Timing:	

(SFX) / SHHHHLL

# ADVENTURE TIME



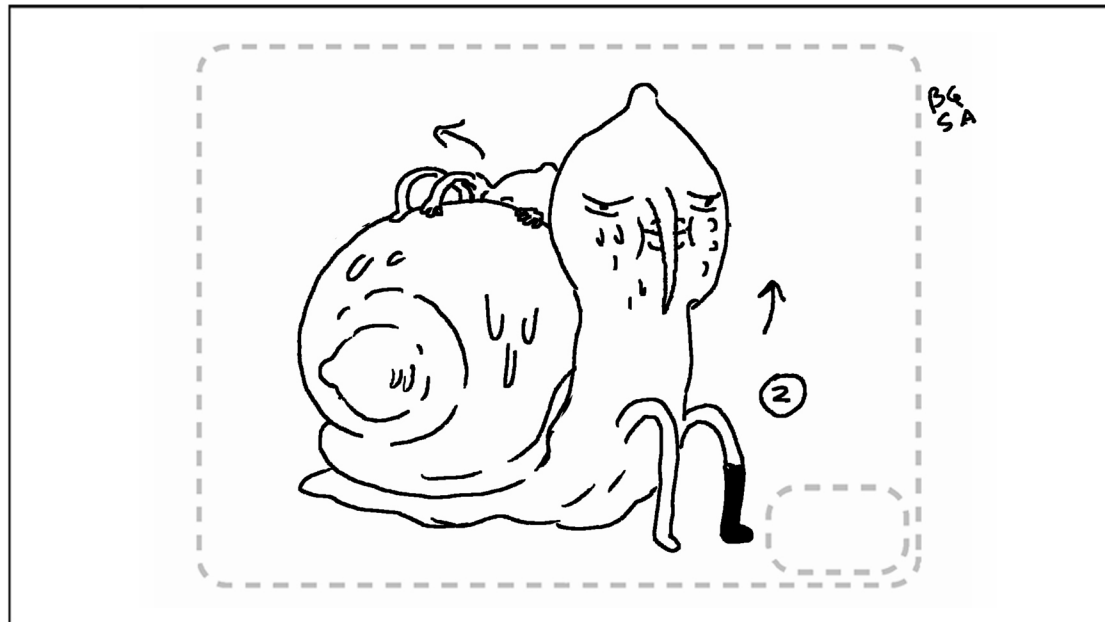
Page 44

Sc. 35

Pnl. B

Bg.

day night

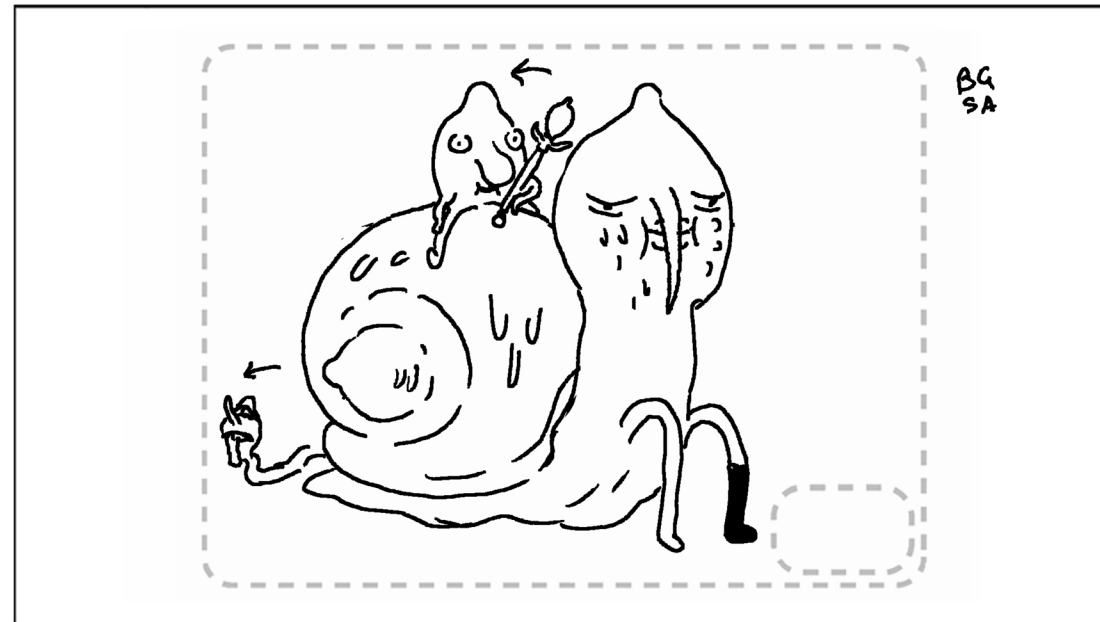


Sc. 35

Pnl. C

Bg.

day night



Dialog:

LEMPOROR UHHUH!

Action:

LEMPOROR CLIMBS UP.

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



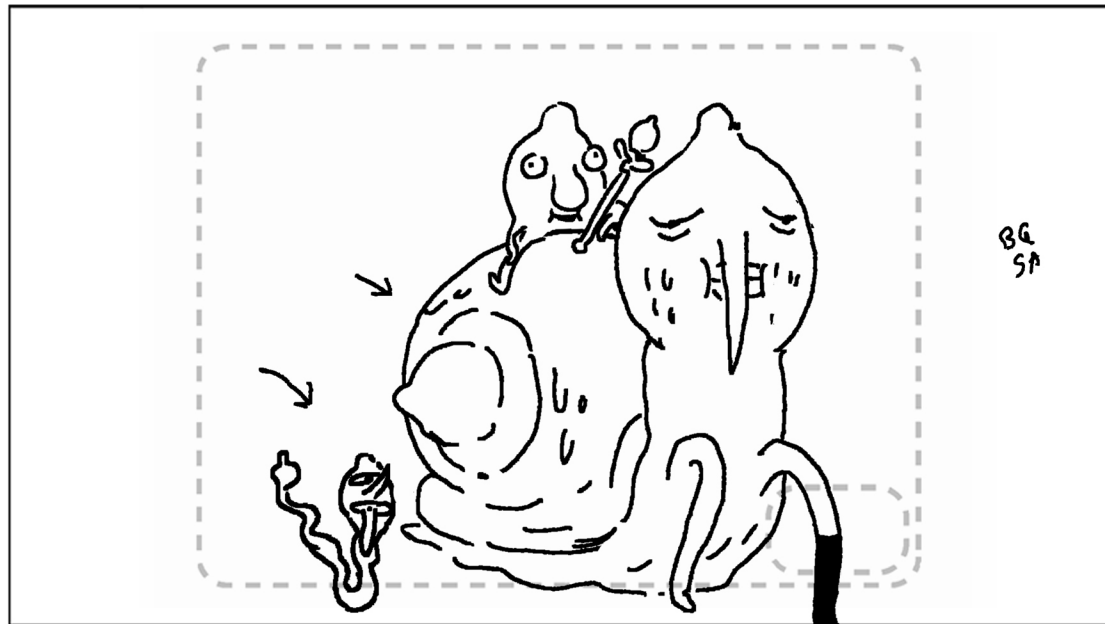
Page 45

Sc. 35

Pnl. D

Bg.

day night



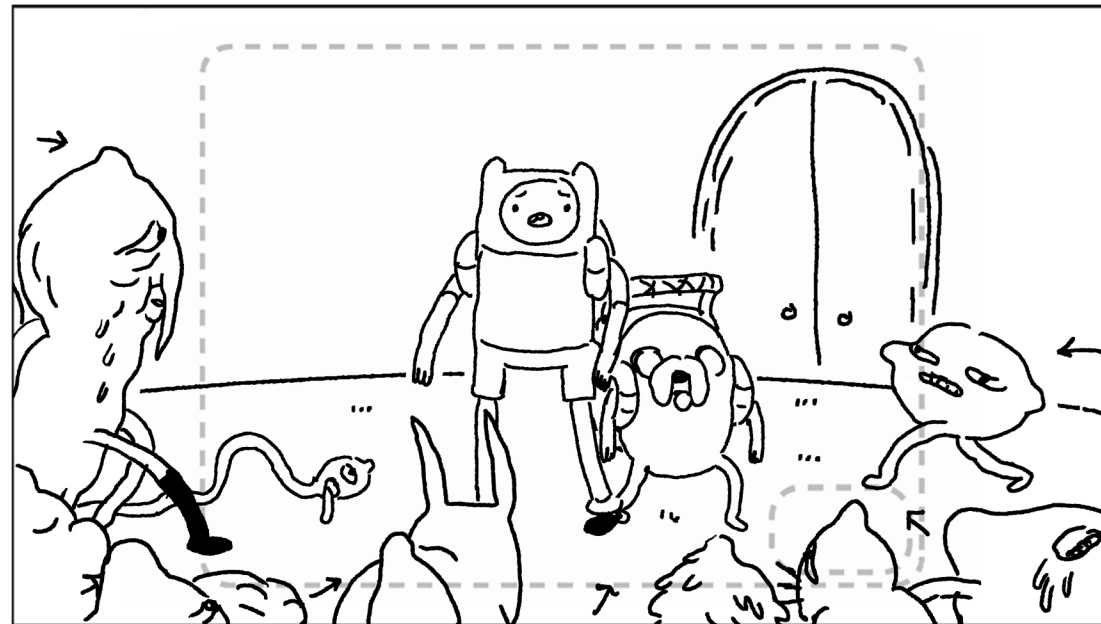
BG  
SP

Sc. 36

Pnl. A

Bg.

day night



Dialog:

(SNAKE) / THBLT LT BT,

(LEMPOROR) / HOOP! HOOP!

(LEMON SNAIL) / S&LSSLS

(F) / JAKE JAKE JAKE JAKE

(J) / OH NO,

Action:

START "WALKING" OFF  
SCREEN

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



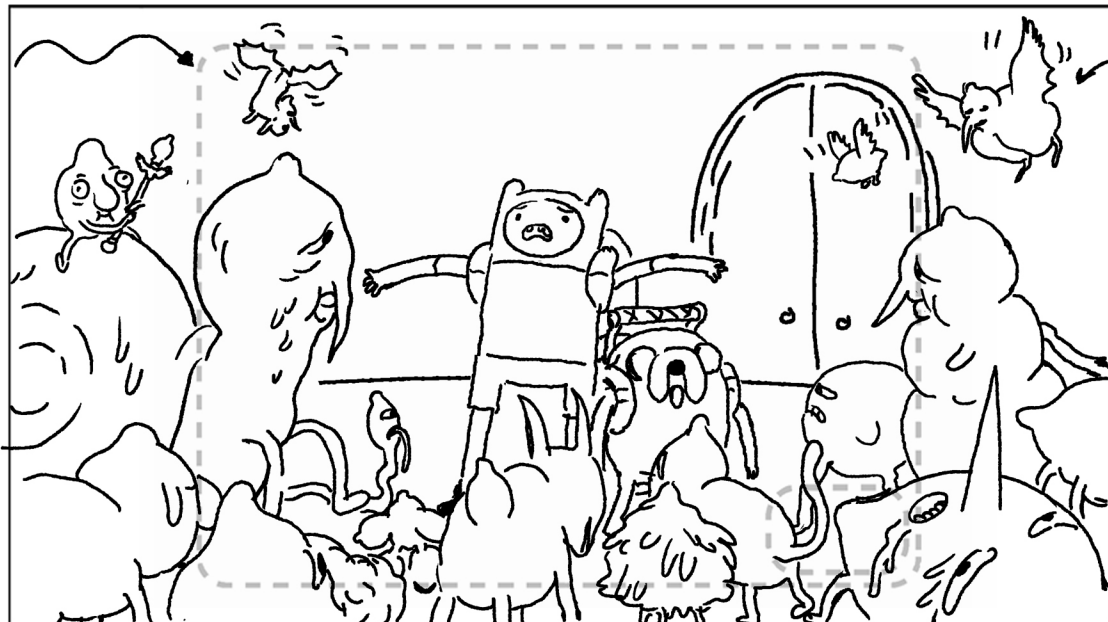
Page **46**

Sc. 36

Pnl. B

Bg.

day night

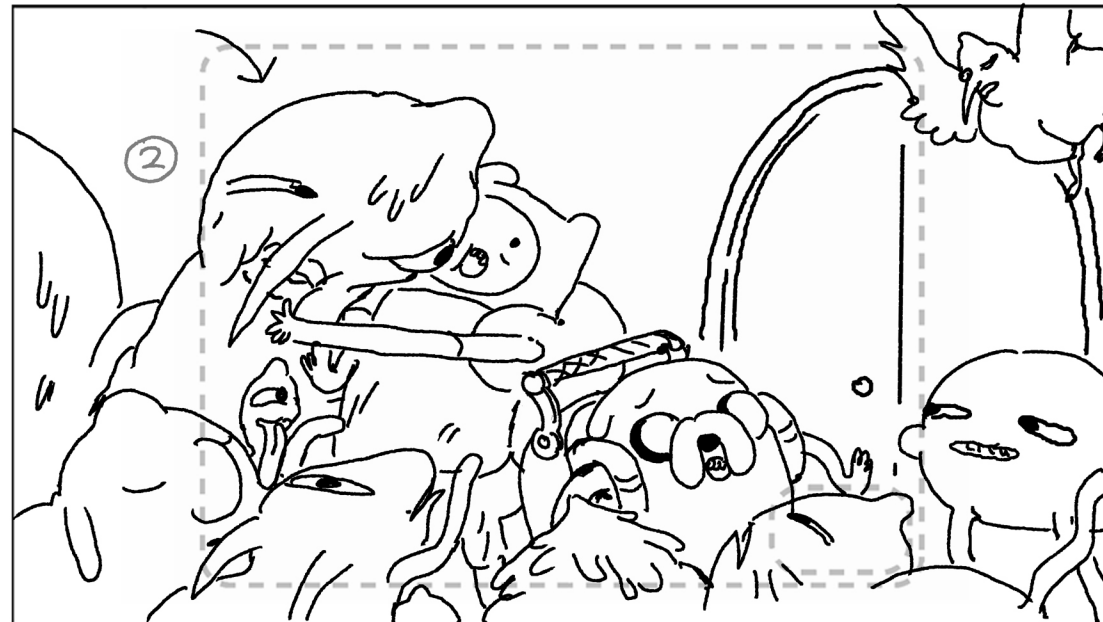


Sc. 37

Pnl. A

Bg.

day night



Dialog: (F) JAKEJAKEJAKEJAKE AAAAH!  
 (J) OH GROSS NO!  
 (LOTS OF WEIRD ANIMAL NOISES)

Action: SWARMED,  
 LIKE IN A PETTING ZOO  
 MUTANTS CREEPIN' ON THEM

Timing:



(F) /AUGH!!! JAKE,  
 WHAT THE -

EPISODE # 1014-115

Production #

Production :

# ADVENTURE TIME



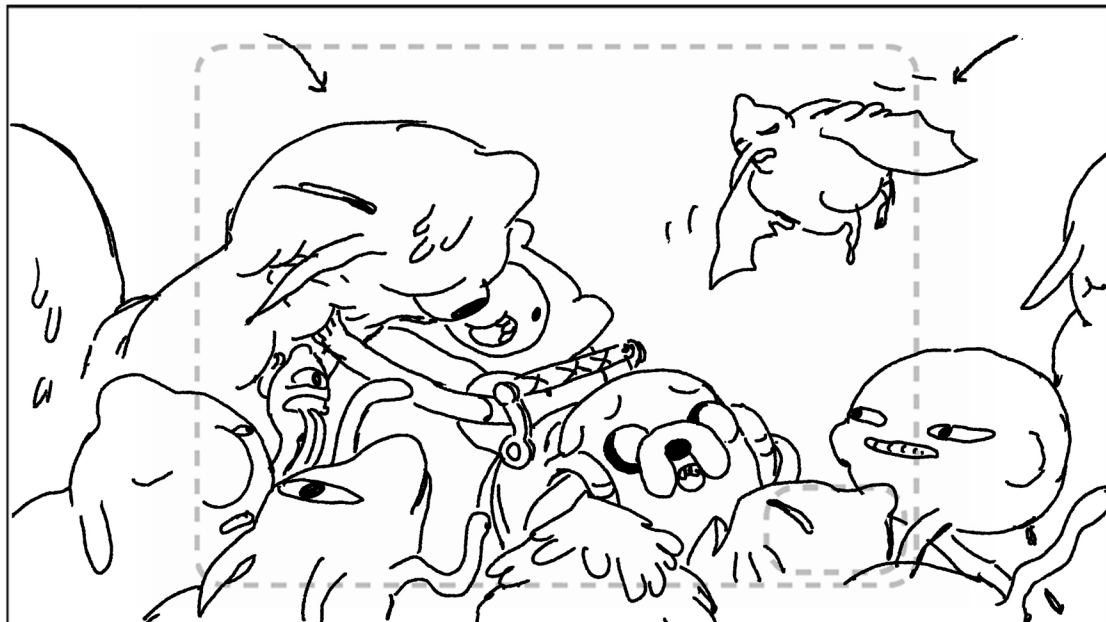
Page 47

Sc. 37

Pnl. B

Bg.

day night

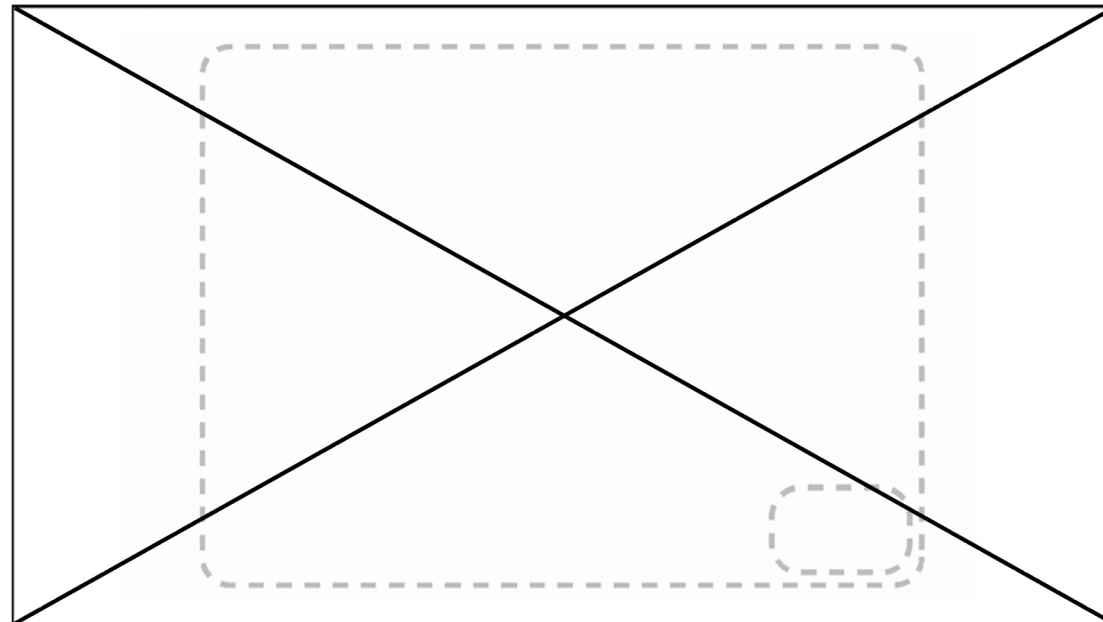


Sc.

Pnl.

Bg.

day night



Dialog:

Ⓟ - SLUDGE IS GOING ON !? !?

Action:

Timing:

EPISODE # 1014-115

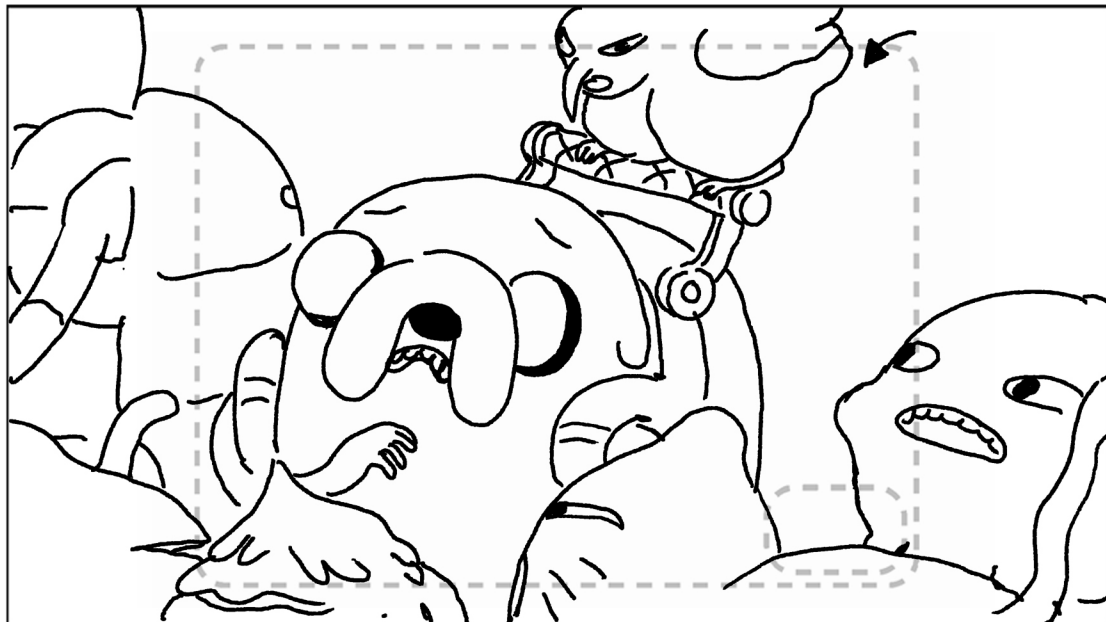
Production :

# ADVENTURE TIME

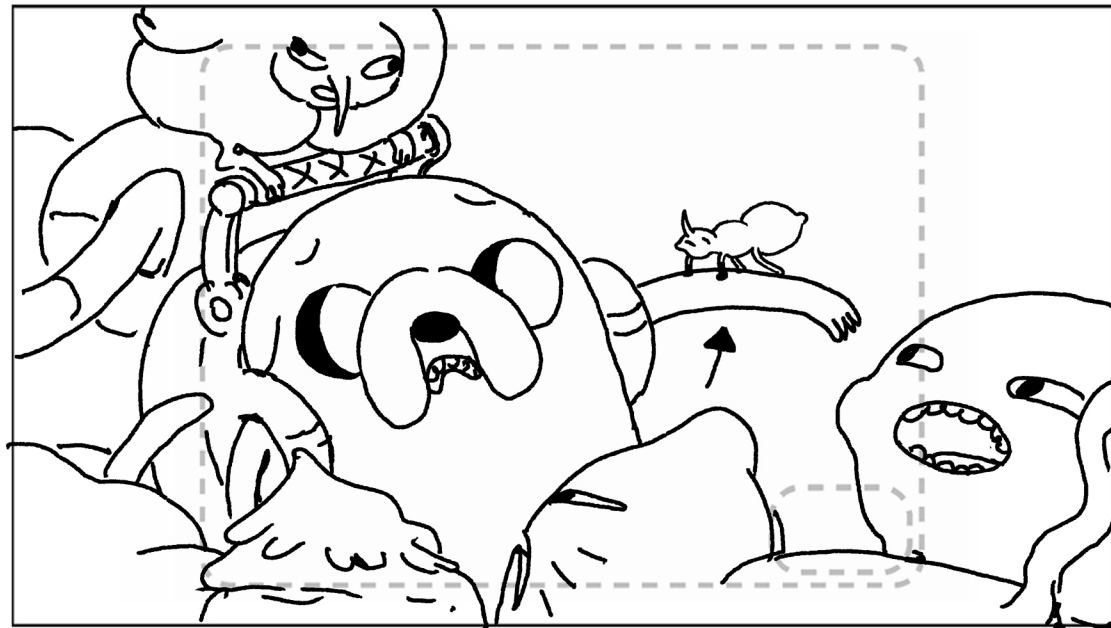


Page 48

Sc. 38 Pnl. A Bg. day night



Sc. 38 Pnl. B Bg. day night



Dialog:

⑤ AAH! I DUNNO BUT ITS -

⑤ / - FLIPPIN' ME OUT!

Action:

BIRDO LANDS ON  
JAKES PACK.

Timing:

1014-115

EPISODE #

Production :



# ADVENTURE TIME

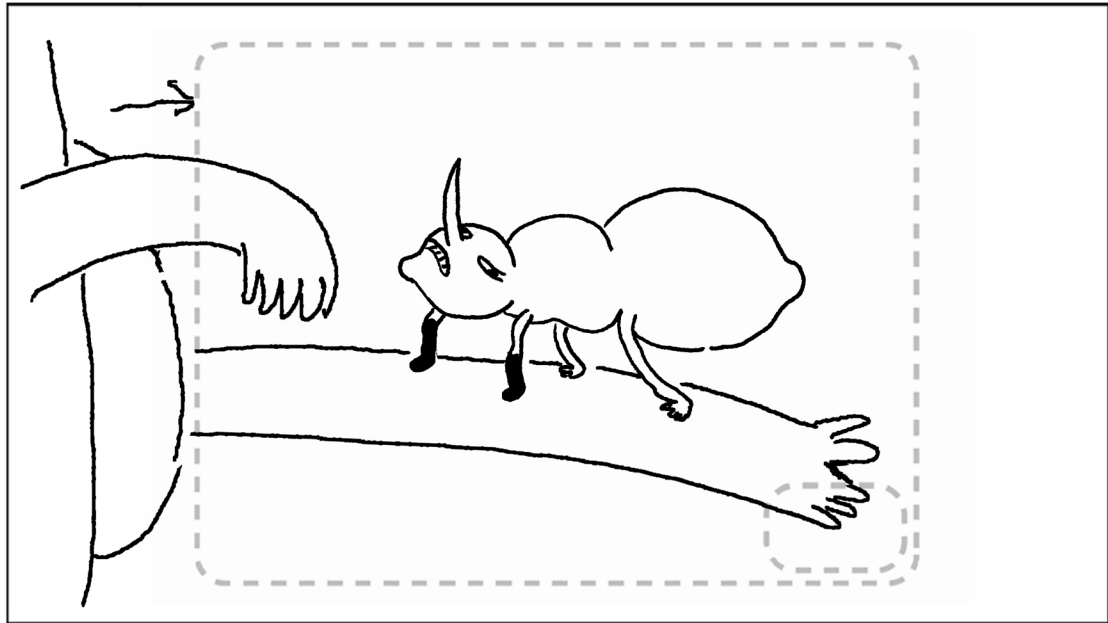


Sc. 39

Pnl. A

Bg.

day night

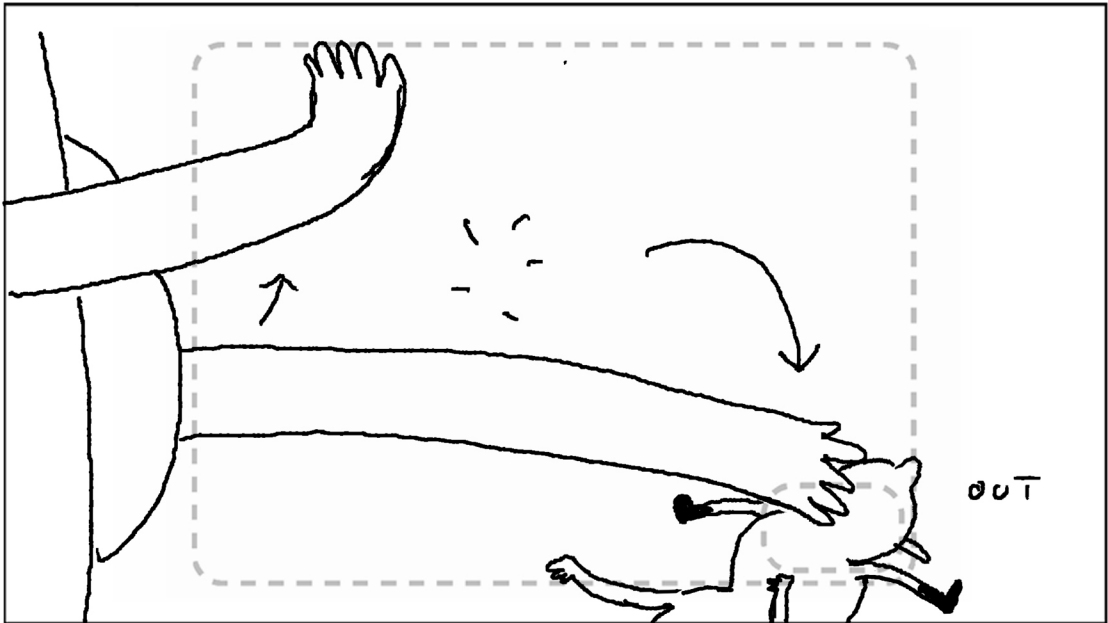


Sc. 39

Pnl. B

Bg.

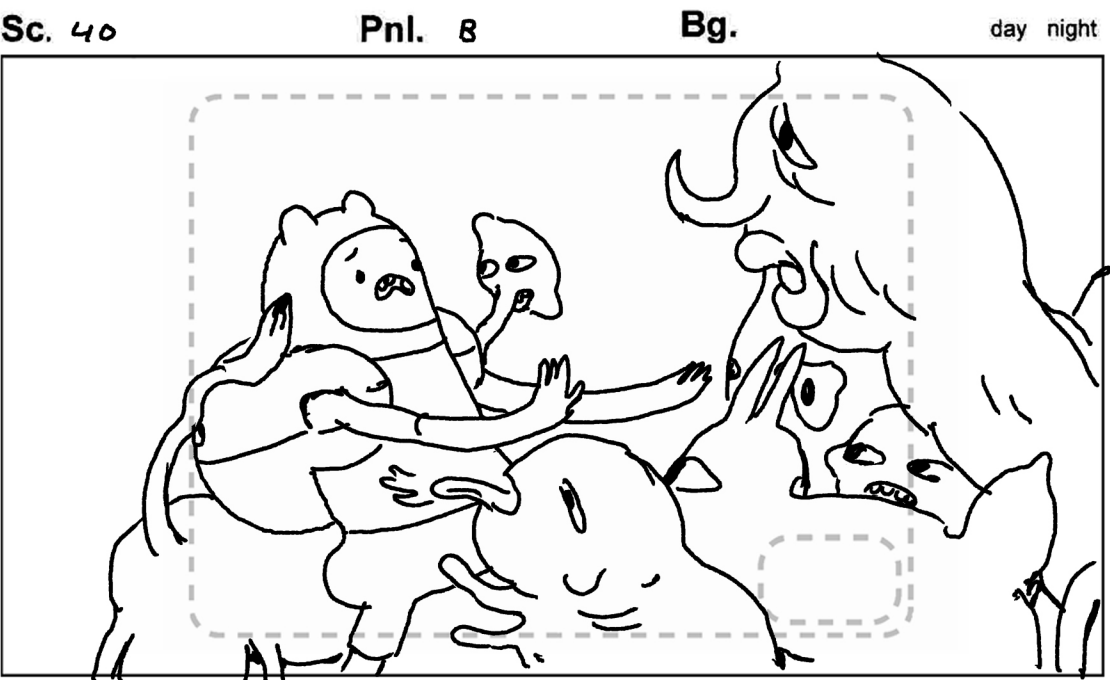
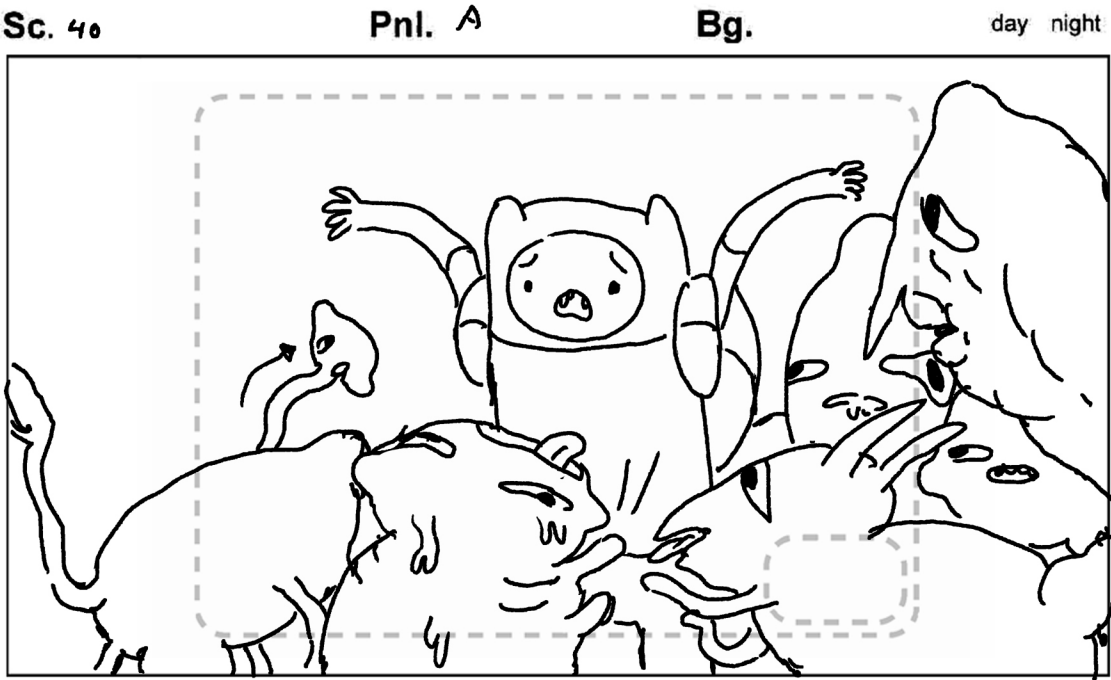
day night



Dialog:	LEMANT / MEMEMEME!	① / KISS IT!
Action:		
Timing:		

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# ADVENTURE TIME



Dialog:	Ⓕ/ AAAH!	Ⓕ/ THEY SEEM PRETTY HUNGRY
Action:		
Timing:		

EPISODE # 1014-115  
Production :

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# ADVENTURE TIME



Page 51

Sc. 40

Pnl. C

Bg.

day night

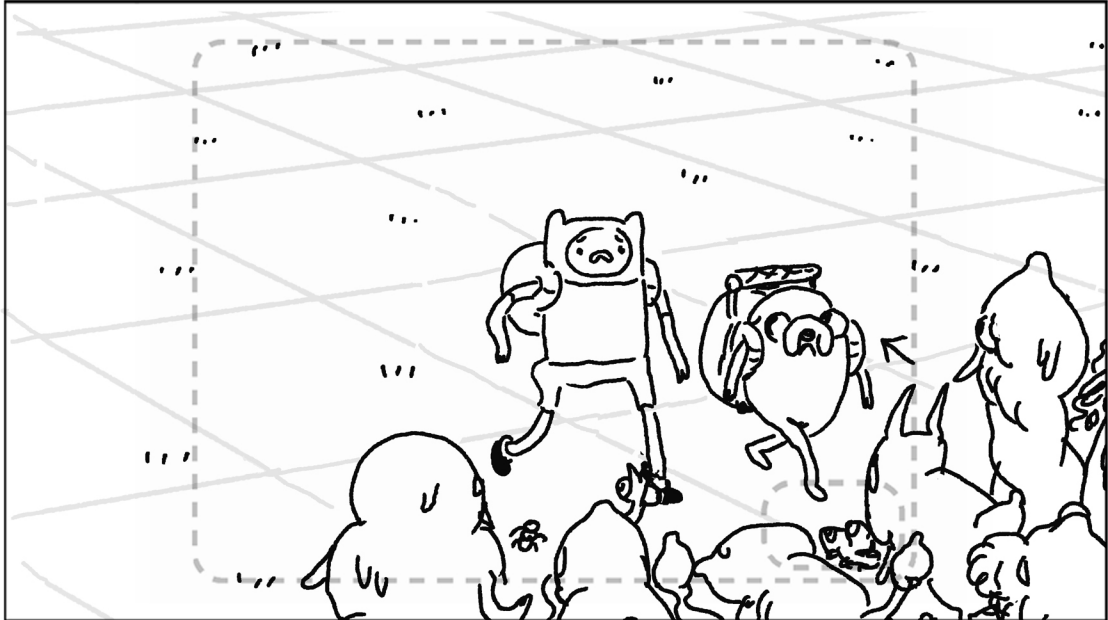


Sc. 41

Pnl. A

Bg.

day night



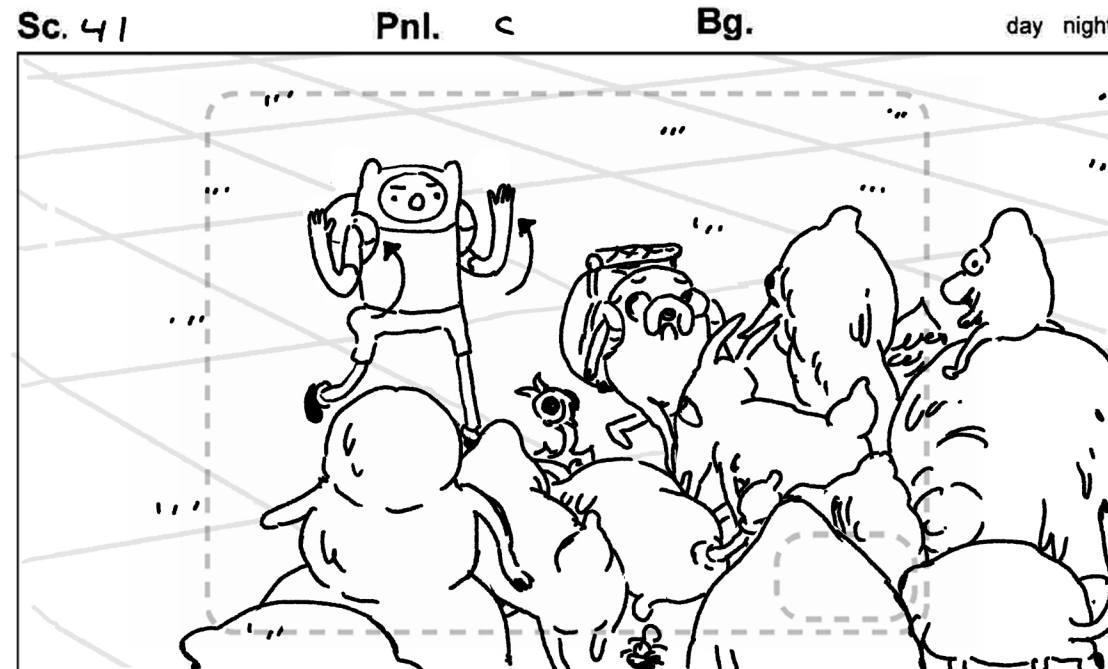
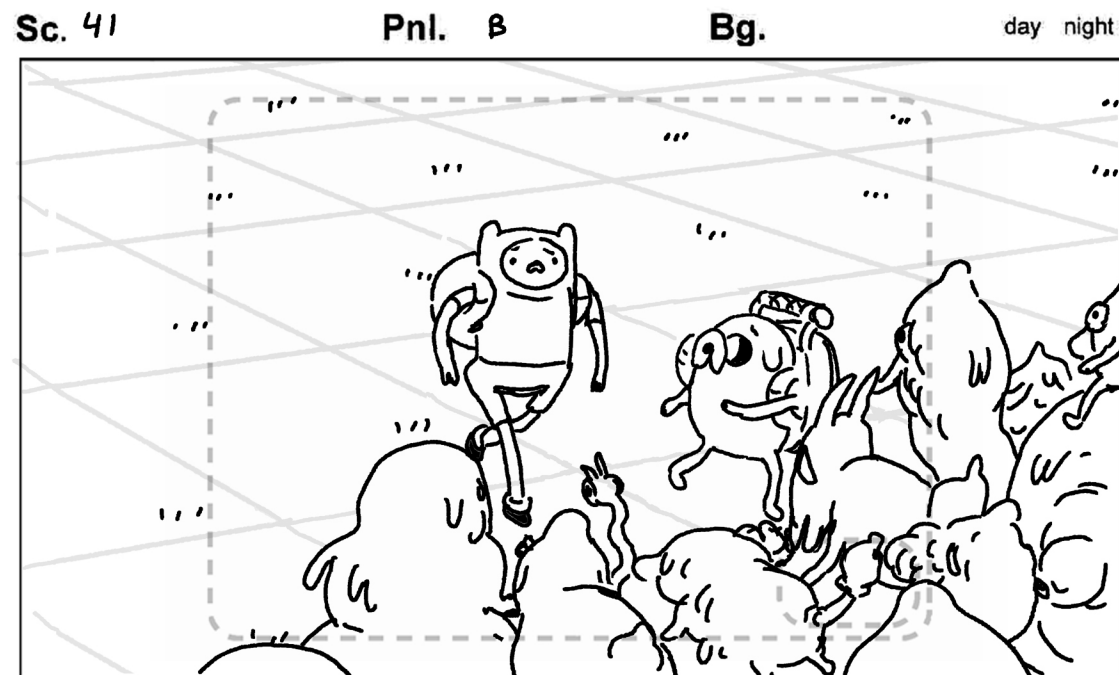
Dialog:	(F) / SORRY DUDES ,
Action:	BACKING UP
Timing:	

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



Page 52



Dialog:

F/ - WE GOT NO FOOD.

F/ NO, FOOD.

Action:

F LOOKS BEHIND HIM.

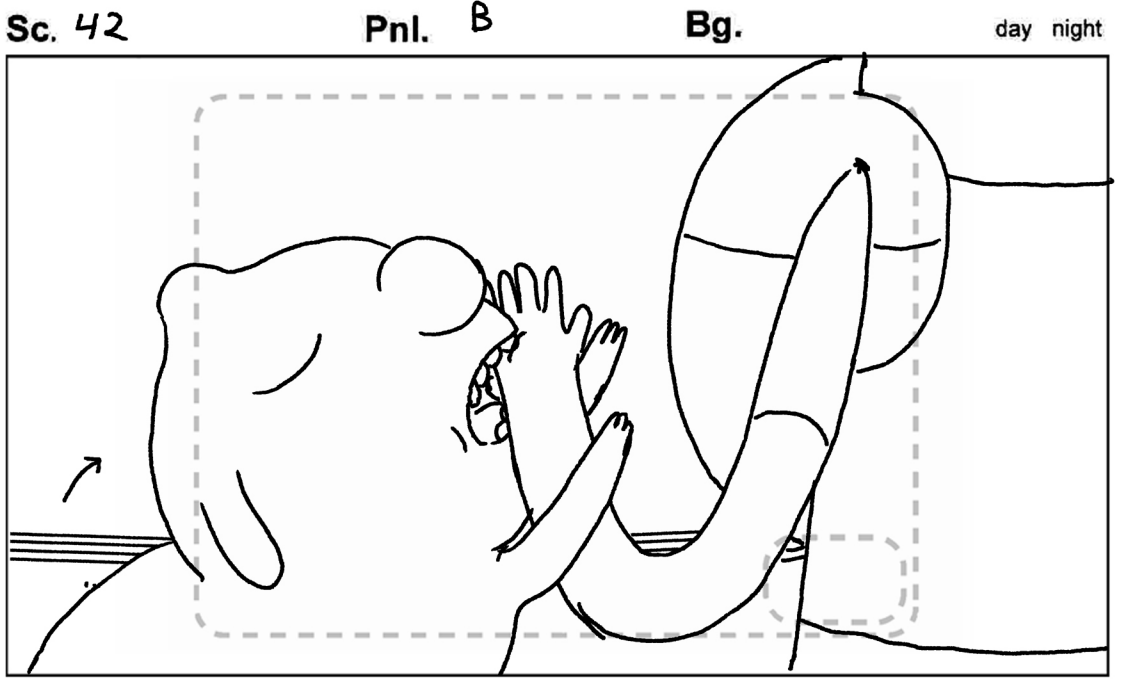
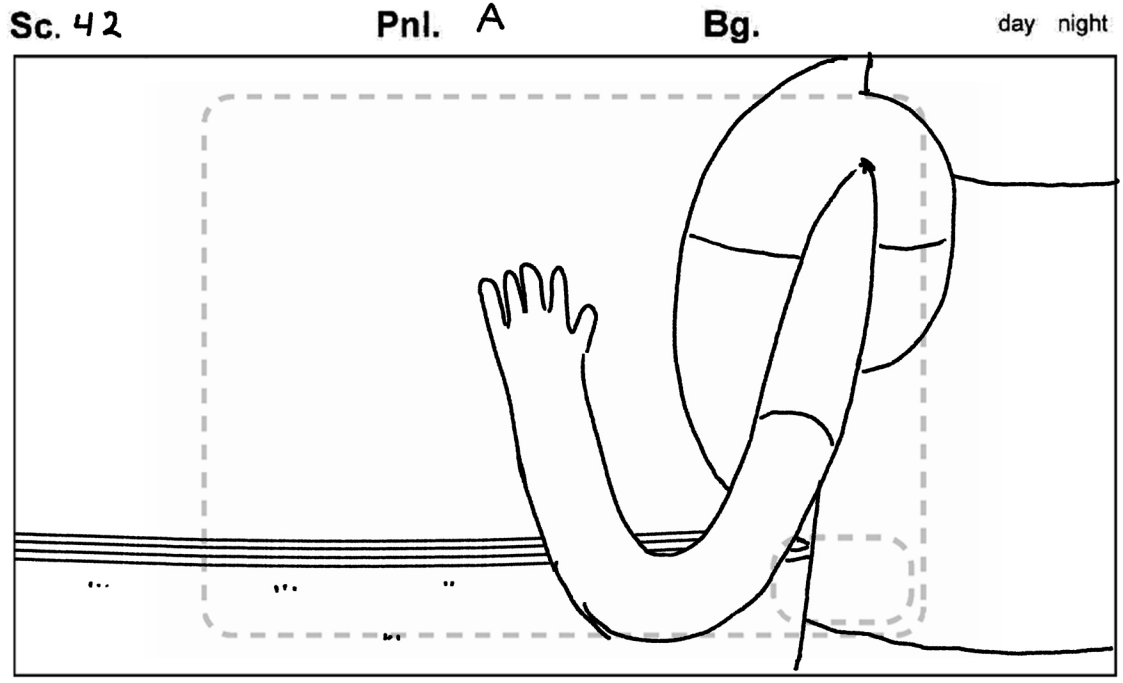
Timing:

EPISODE # 1014-115

Production :

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# ADVENTURE TIME



Dialog:	
Action:	LEMON LAMB BITES FINN'S HAND.
Timing:	

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



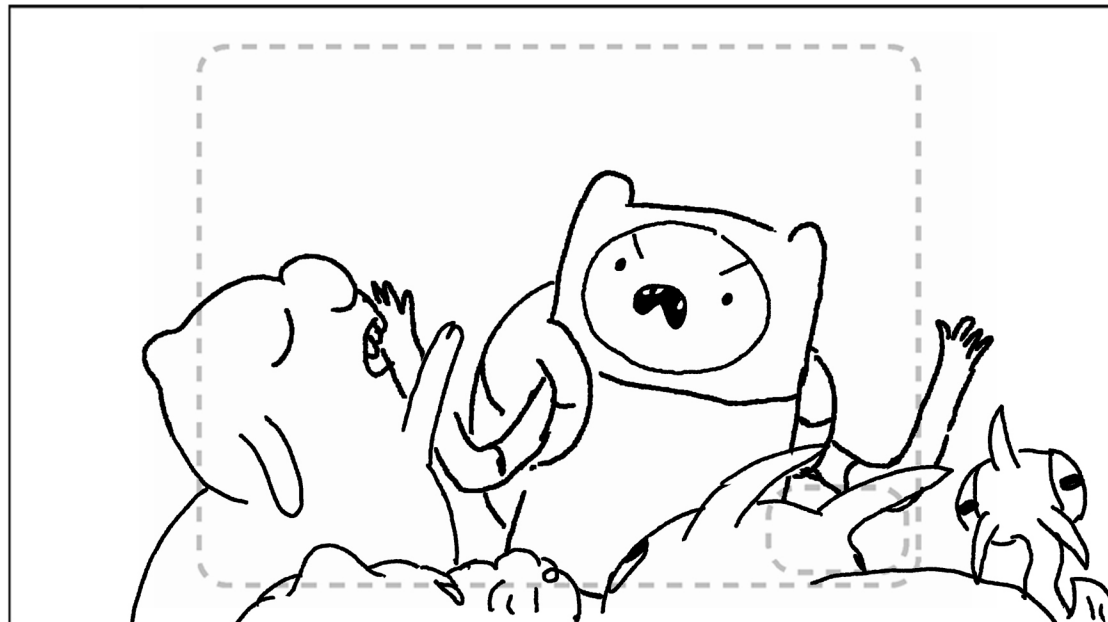
Page 54

Sc. 43

Pnl. A

Bg.

day night

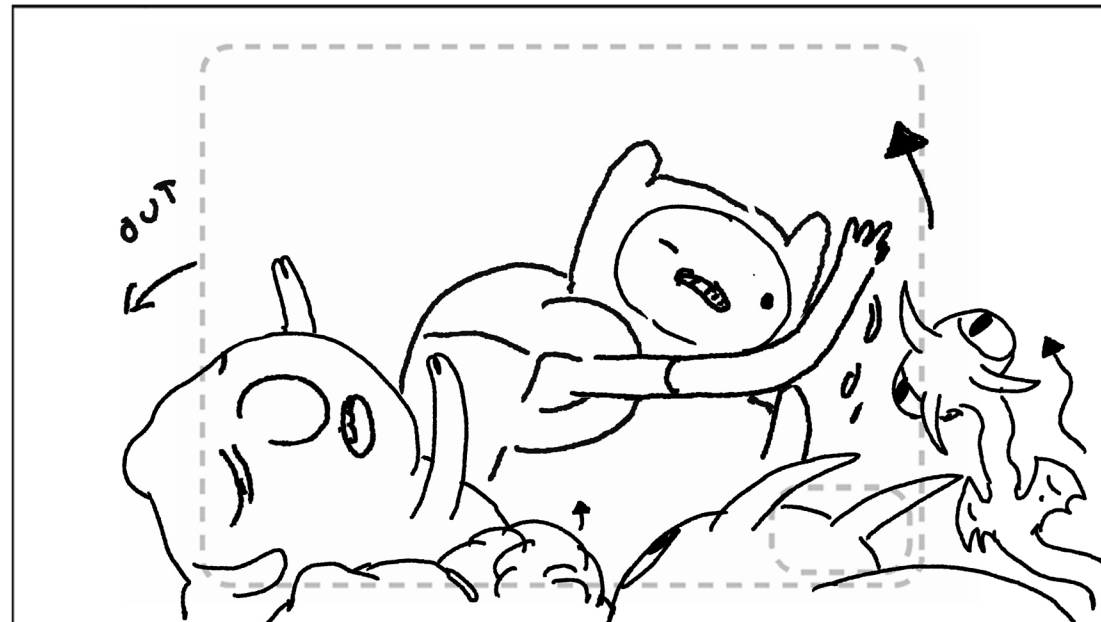


Sc. 43

Pnl. B

Bg.

day night



Dialog:

Ⓔ HEY,

Ⓔ UH!

Action:

Timing:

1014-115

EPISODE #

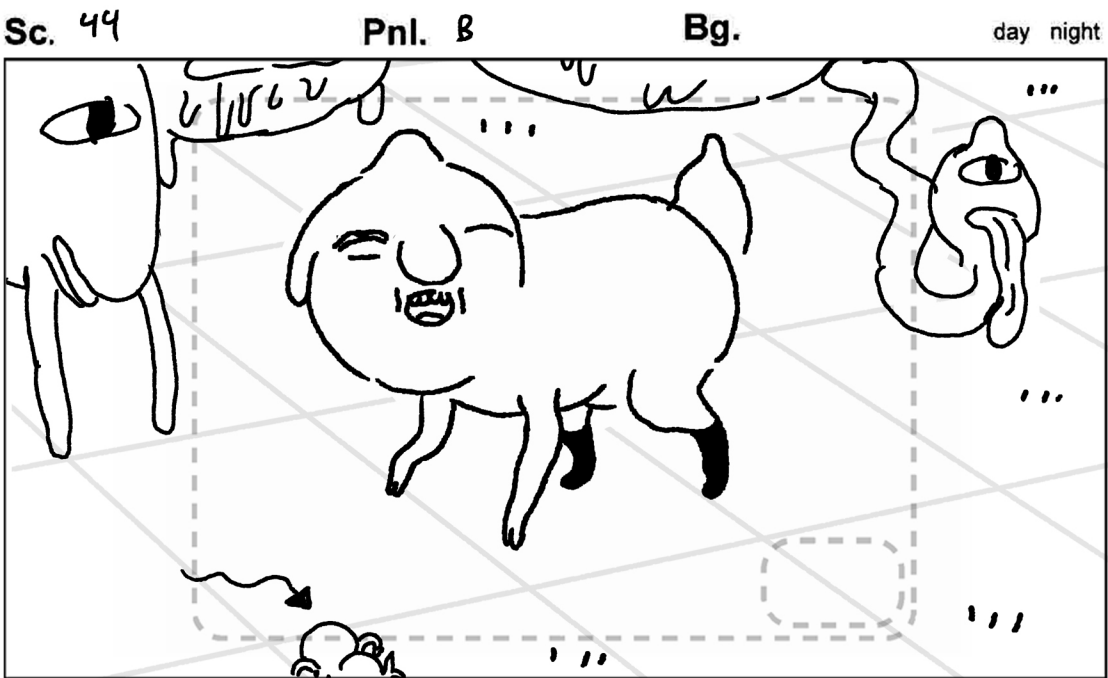
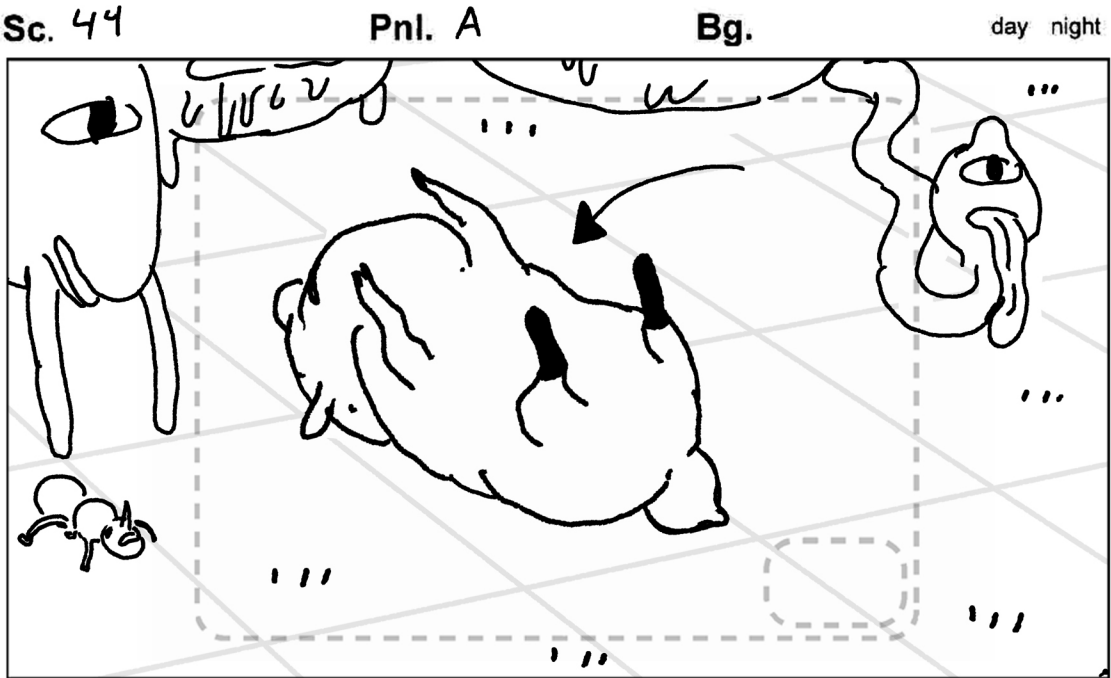
Production :

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# ADVENTURE TIME



Page 55



Dialog:	LEMON LAMB / UH UH UH UH UH -
Action:	(SAYING "UNACCEPTABLE" LIKE A SHEEP)
Timing:	

EPISODE # 1014-115  
Production :

ADVENTURE TIME

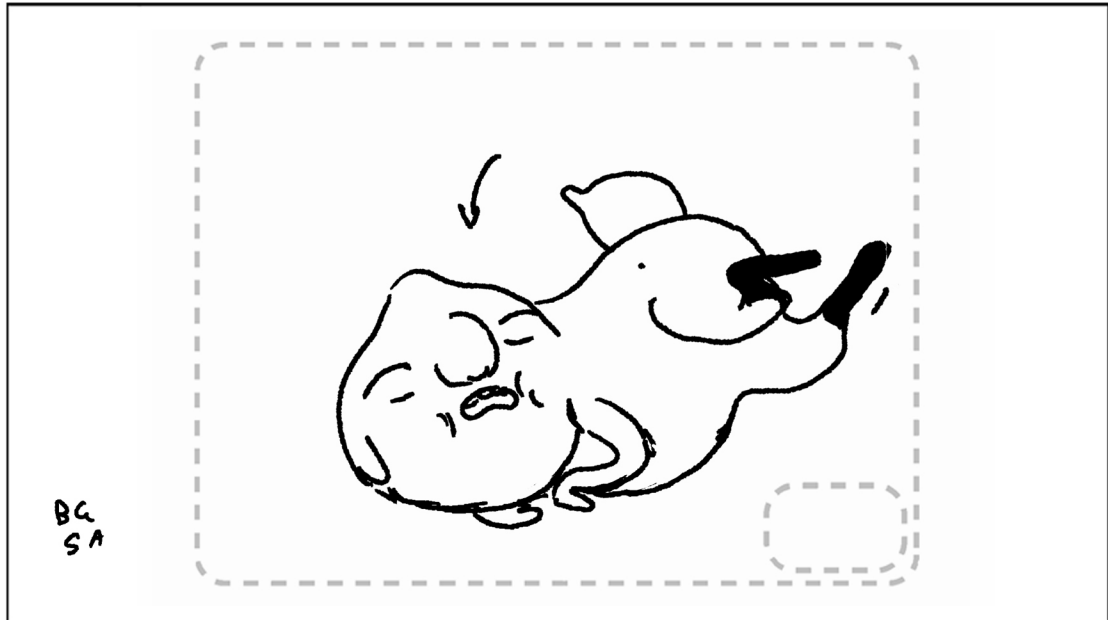


Sc. 44

Pnl. C

Bg.

day night

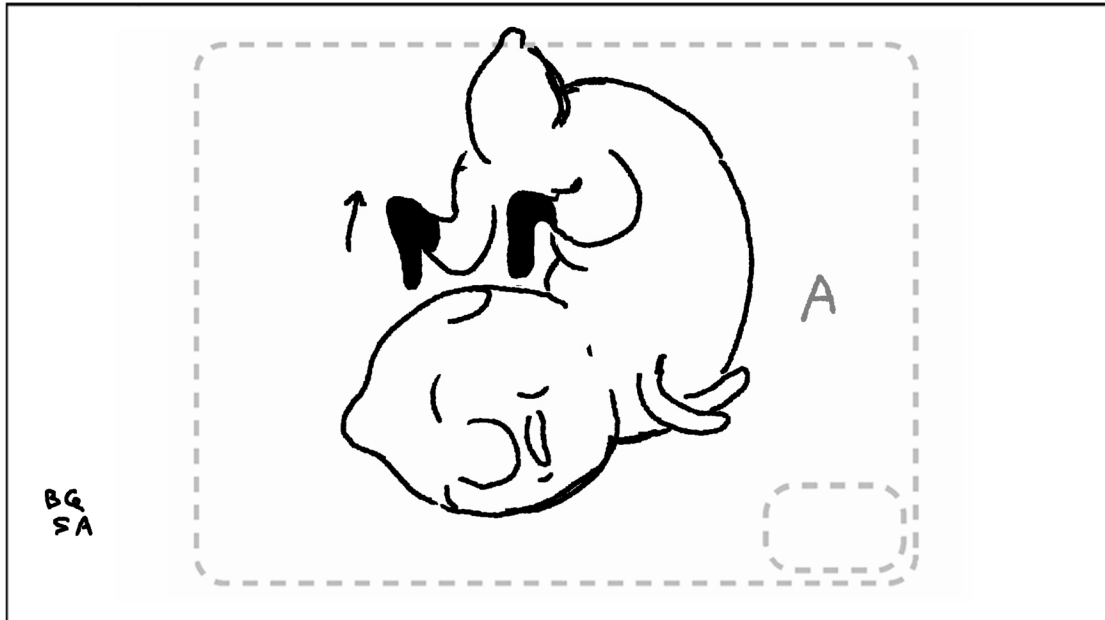


Sc. 44

Pnl. D

Bg.

day night



Dialog:

LEMON LAMB / A-A-A-A-A-A-ATSEPTA

LEMON LAMB / BLBLBLBLBL

SFX / THAP! THAP! THAP! THAP!

Action:

GOES ON GROUND.

STARTS AGGRESSIVELY  
KICKING ITSELF IN ITS HEAD

Timing:

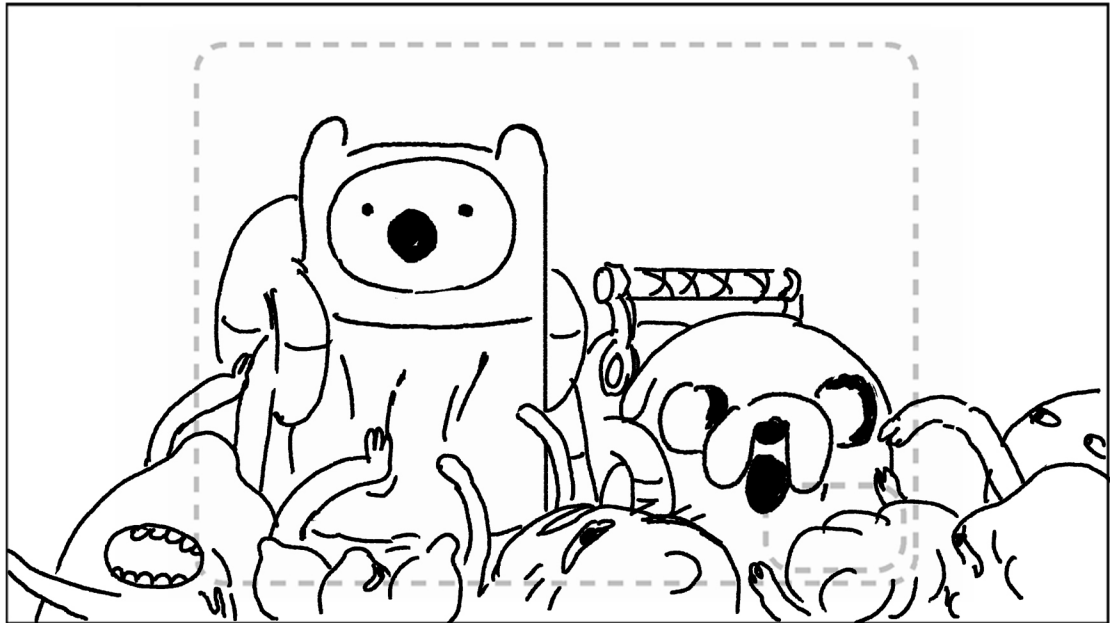
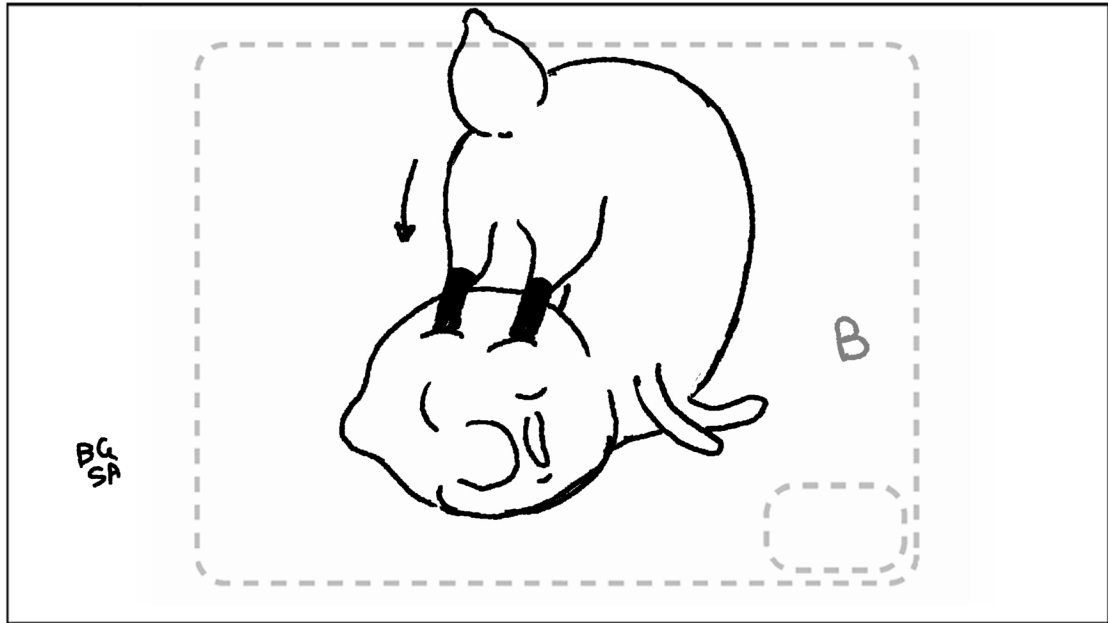
EPISODE # 1014-115  
Production :



ADVENTURE TIME



Sc. 44 Pnl. E Bg. day night Sc. 45 Pnl. A Bg. day night



Dialog: LEMON LAMB / BUBBLBUBBLB SFX / THAP! THAP! THAP! THAP! OS. LEMON LAMB / BUBBLBUBBLB SFX / THAP! THAP! THAP! THAP!

Action: RAPIDLY KICKING ITS HEAD IN, ABABAB etc. SHOCK. (FULL BEAT.) (A+B POSES FOR CREATURES ON PAGE 58)

Timing:

EPISODE # 1014-115 Production :

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ADVENTURE TIME



day night

day night

Sc.

Pnl.

Bg.

3 A

3 B

2 A

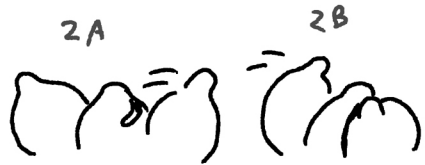
2 B

1 A

1 B

4 A

4 B



(LEMON  
DUDE  
POUNDIN')



(RUBBING HANDS UP AND DOWN)



(PAWING)



(NOODLIN' AROUND)

Dialog:
Action:
Timing:

PESTERING CYCLES - TO BE DIFFERENT SPEEDS,  
OVERLAPPING + NATURAL

1014-115  
EPISODE #  
Production :

# ADVENTURE TIME

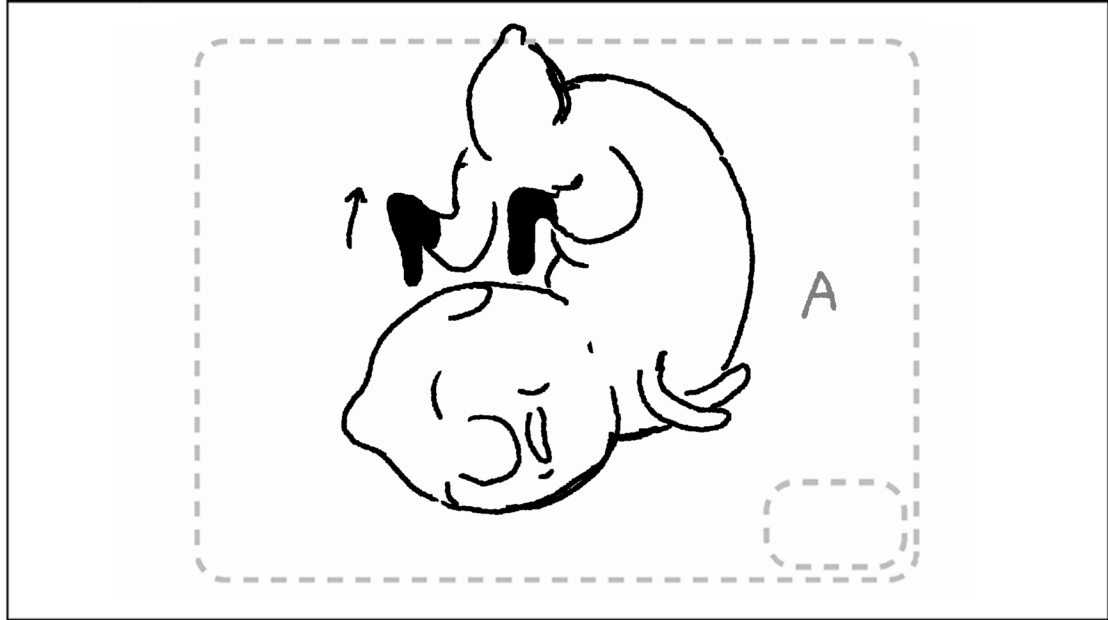


Sc. 46

Pnl. A

Bg.

day night

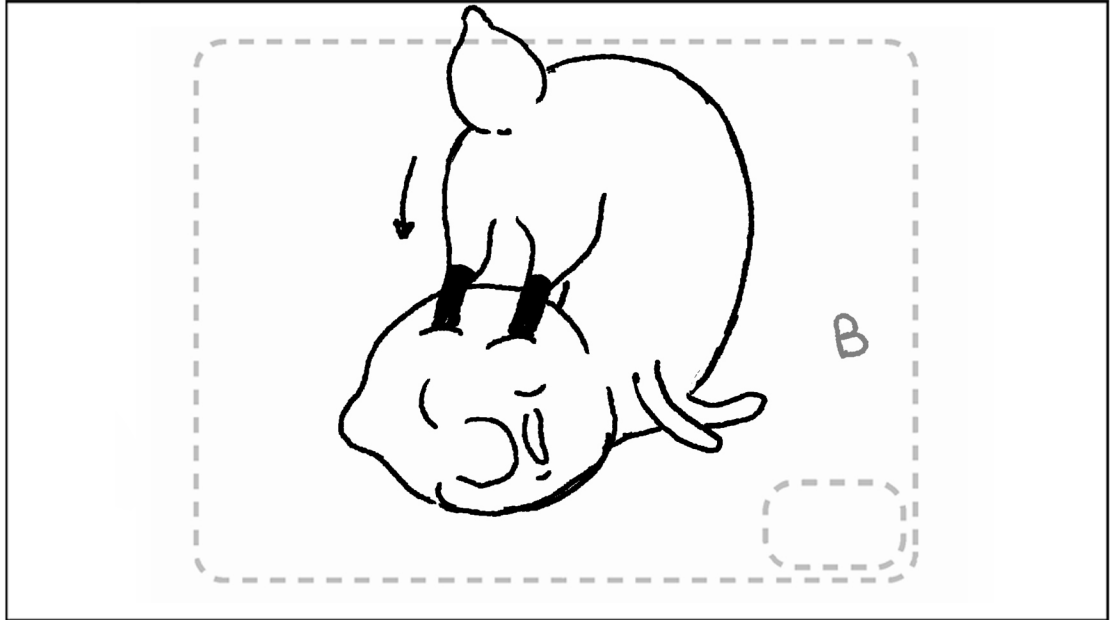


Sc. 46

Pnl. B

Bg.

day night



Dialog:		<p>LEMON LAMB / BUBBLBUBBLBUBBL</p> <p>SFX / THAP! THAP! THAP! THAP!</p>
Action:		<p>STILL GOING, ABABAB etc.</p> <p>(BG SAME AS SC. 44)</p>
Timing:		

EPISODE # 1014-115

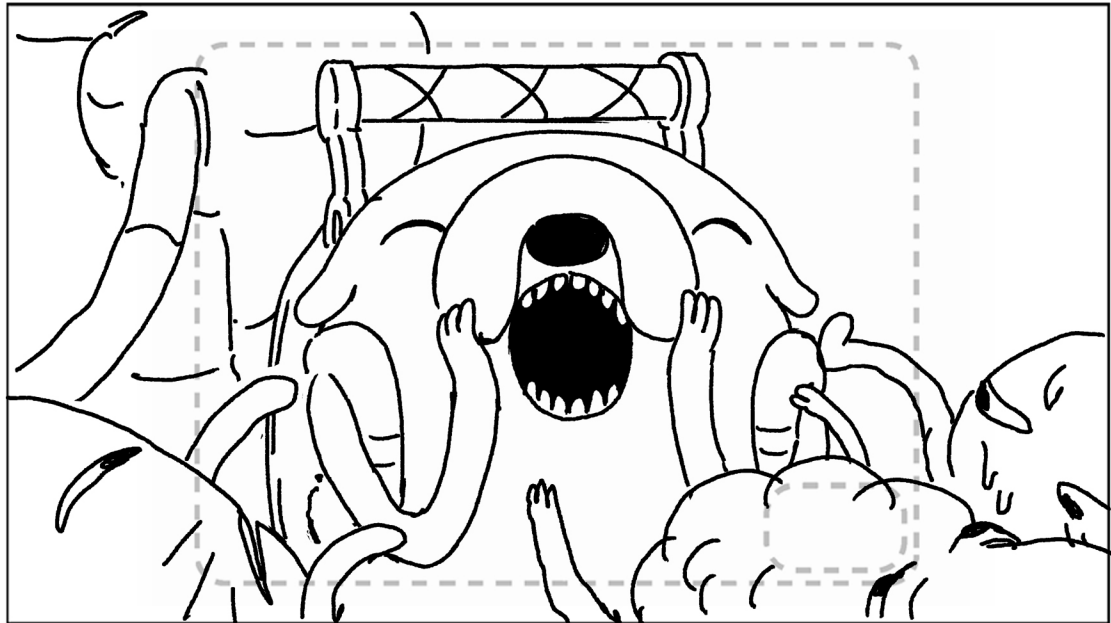
Production :

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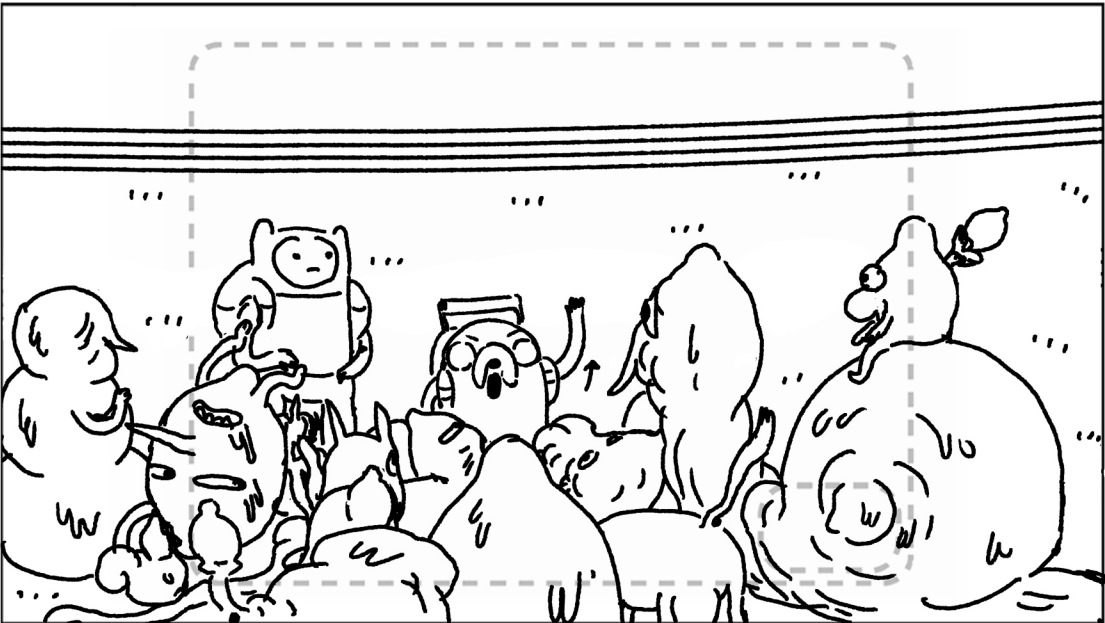
ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:	⑤/ HEY! (LEMON LAMB) / BUBBLBUBBL SFX / THAP! THAP! THAP! THAP!	(EVERY QUIETS DOWN) ⑤/ WEIRDOS!
Action:	RAISES ARM,	
Timing:		

# ADVENTURE TIME



Page 61

Sc. 48

Pnl. B

Bg.

day night

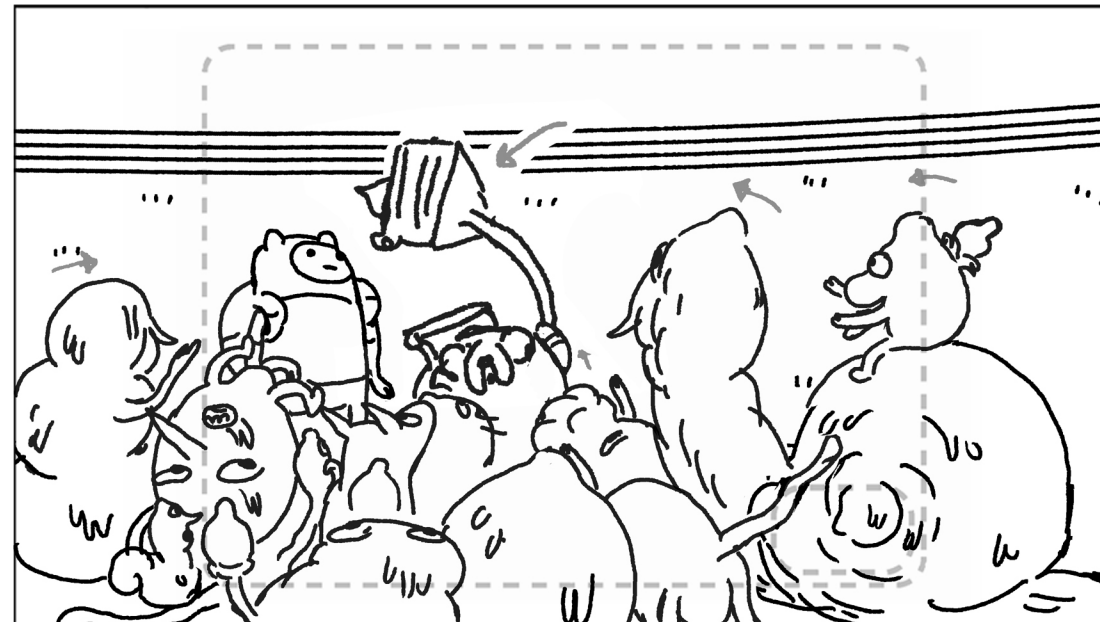


Sc. 48

Pnl. C

Bg.

day night



Dialog:

①/ GET THE BIRTHDAY  
CAKE

②/ HEE -

Action:

HAND TURNS INTO A CAKE

ALL CREEPS LOOK UP.

WINDS UP,  
CREEPS FOLLOW THE CAKE

Timing:

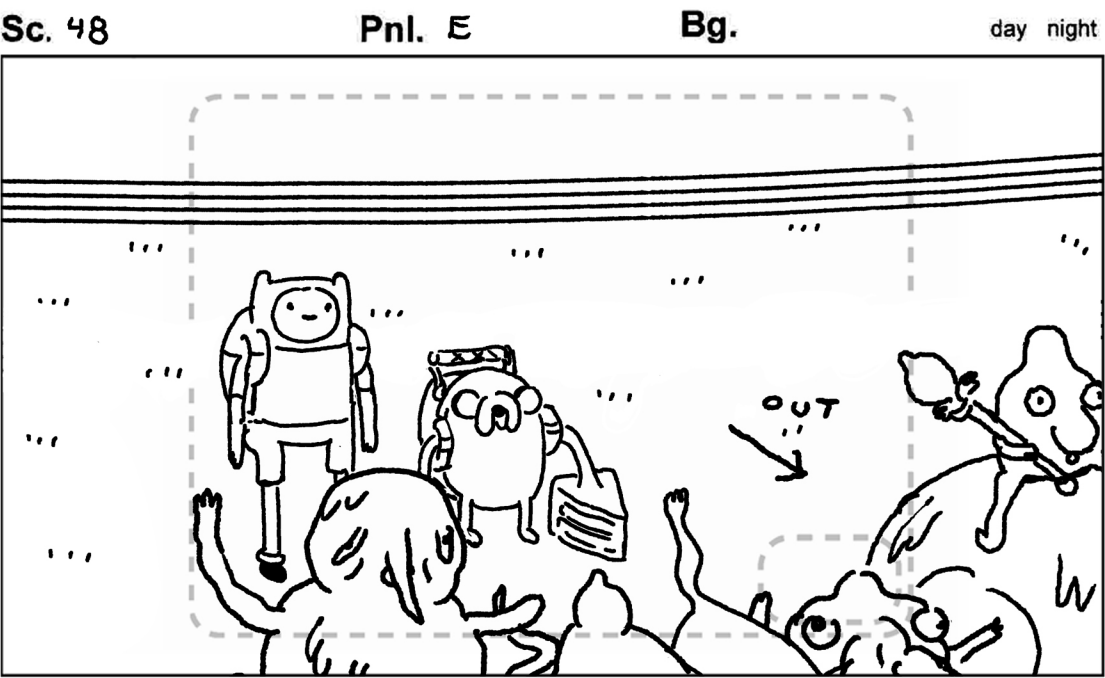
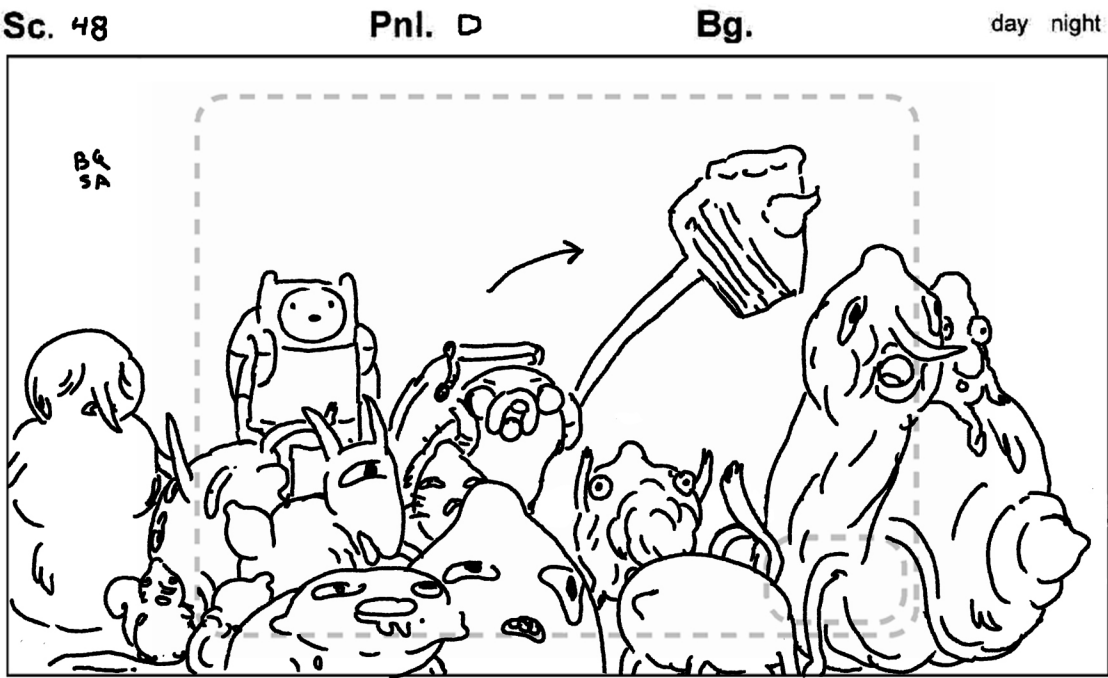
1014-115

EPISODE #

Production :

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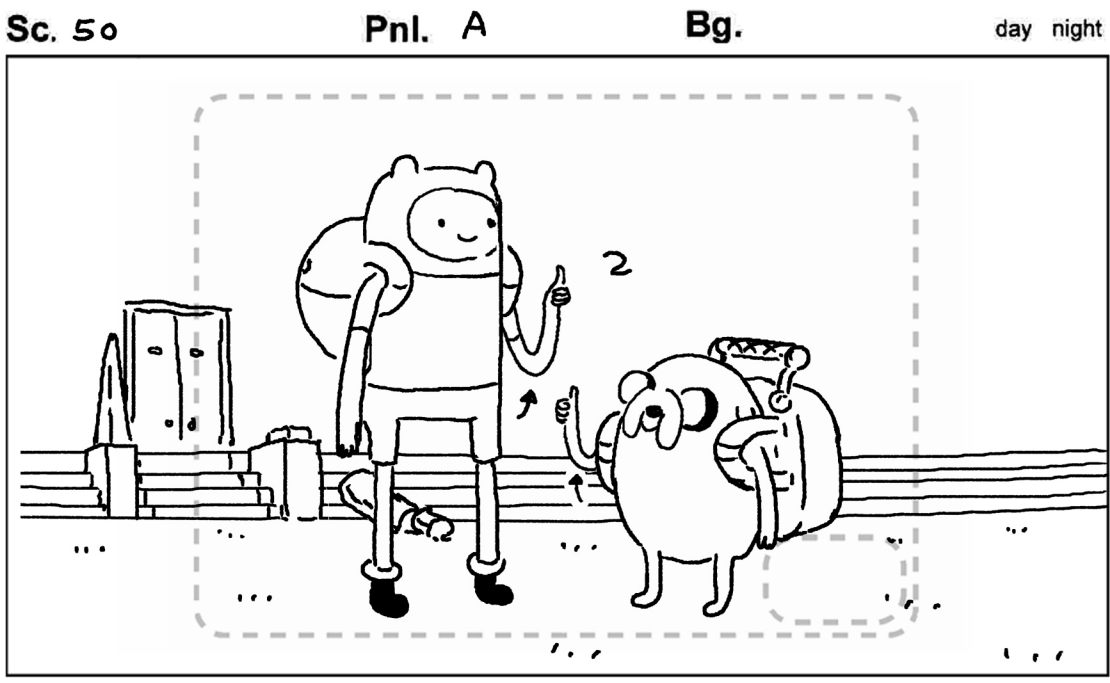
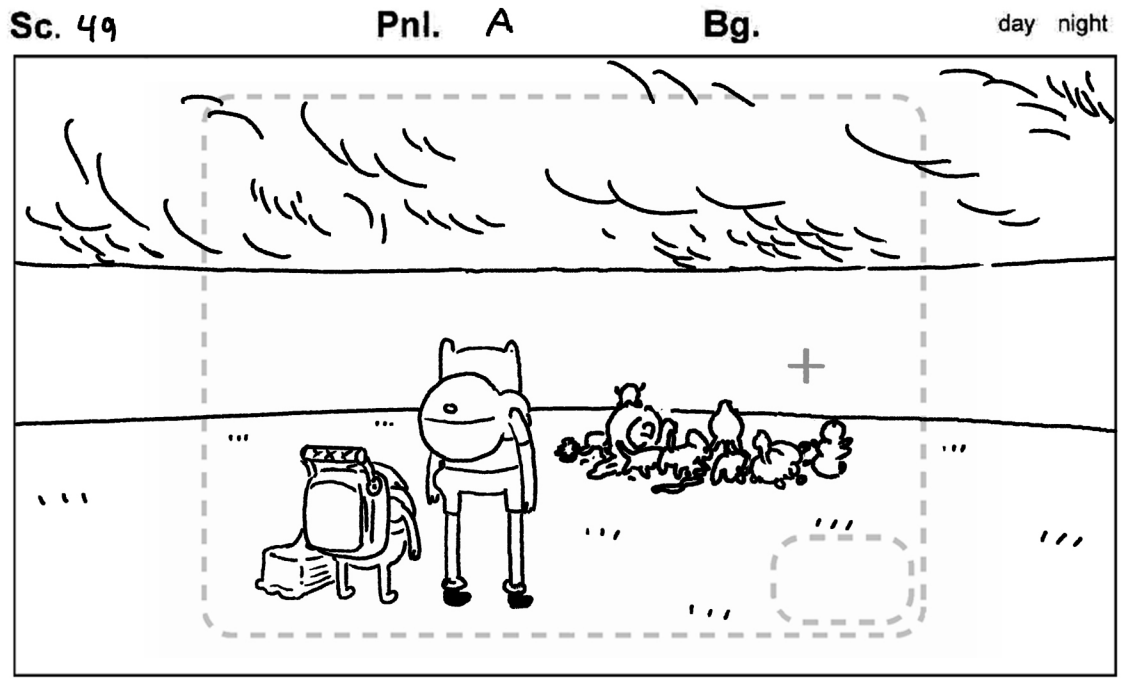
ADVENTURE TIME



Dialog:	⑤ / - YUP	
Action:	FAKE OUT!	ALL CREEPS RUN O.S.
Timing:		

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# ADVENTURE TIME



Dialog:

Action:

Timing: (CAKE RETRACTS) (MUTANTS RUN OFF)

# ADVENTURE TIME



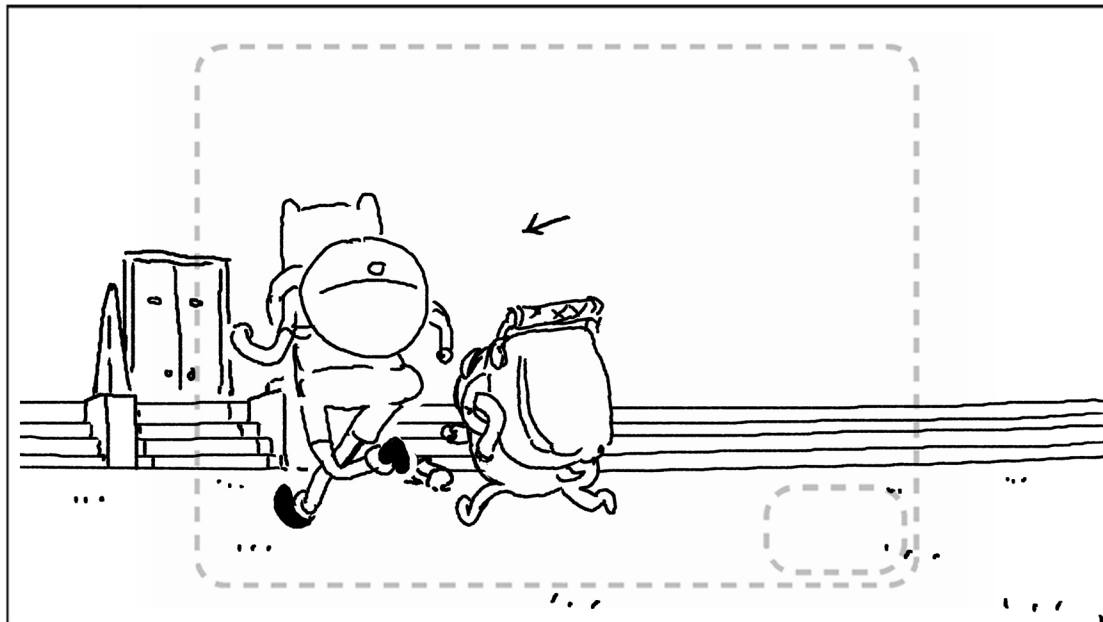
Page 64

Sc. 50

Pnl. B

Bg.

day night

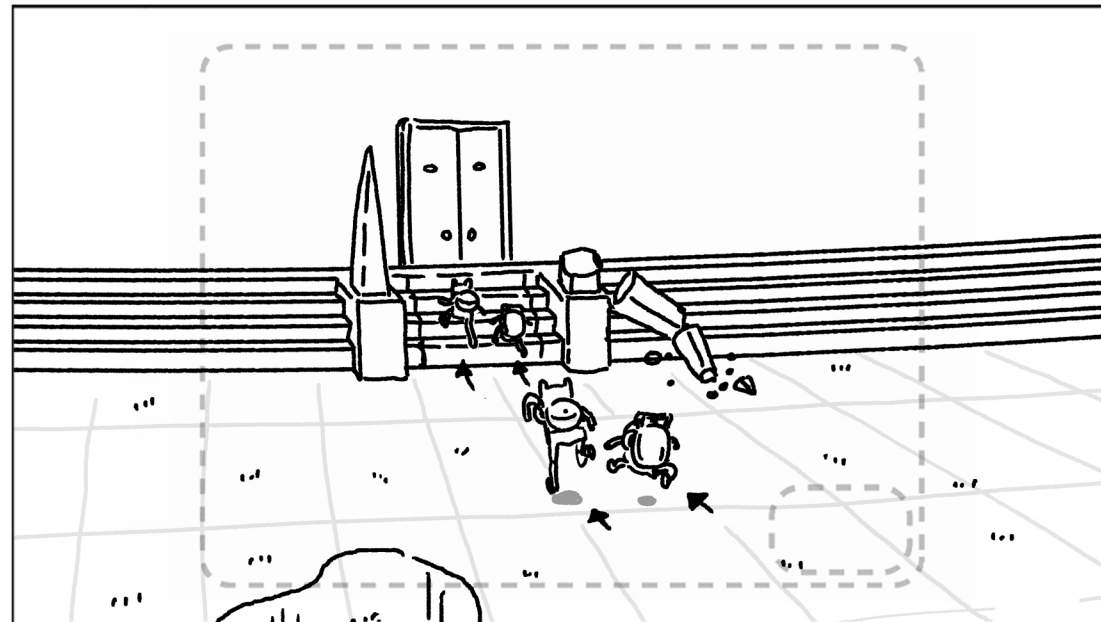


Sc. 51

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

1014-115

EPISODE #

Production :



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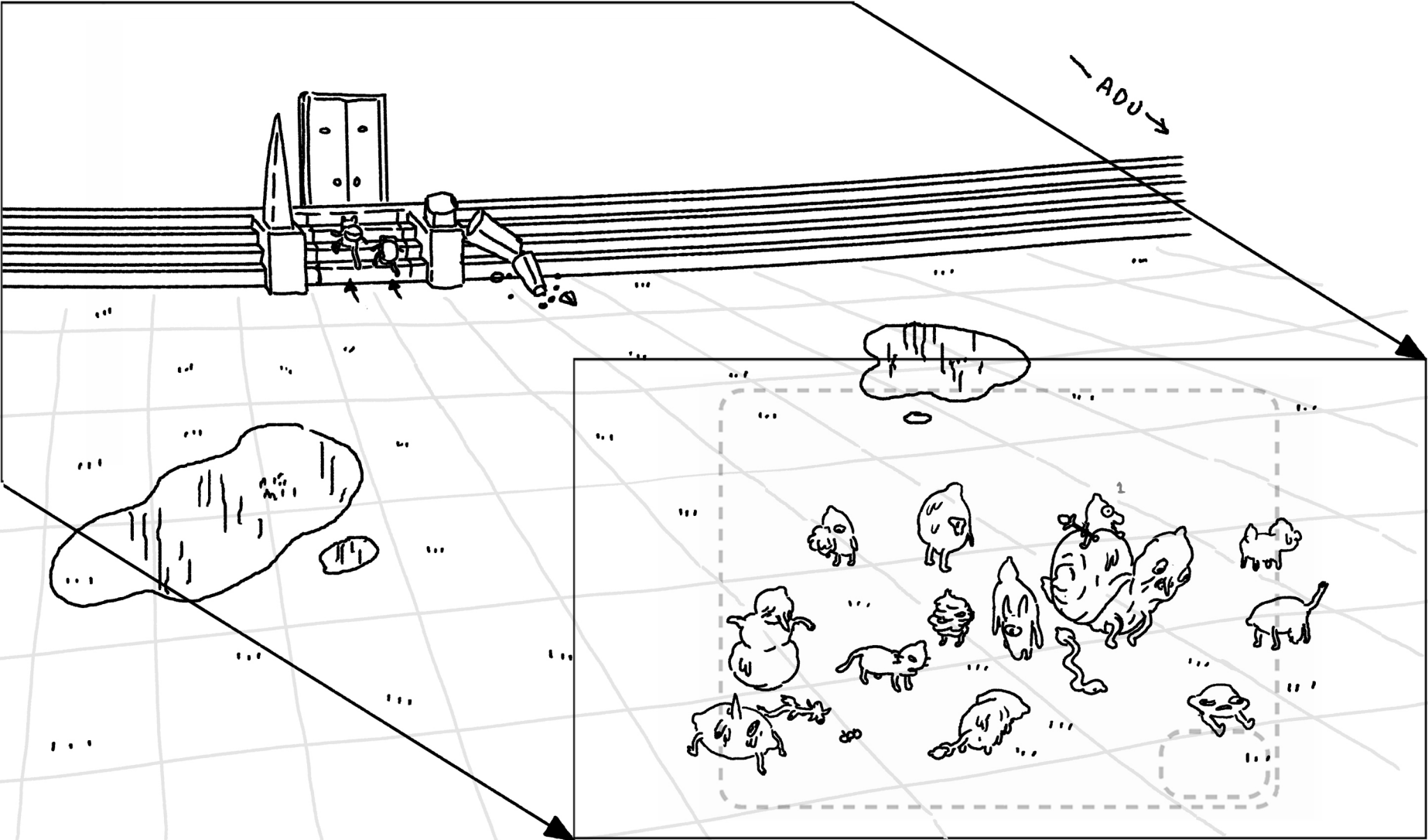
# ADVENTURE TIME



Sc. 51

Pnl. 8

Bg.



MUTANTS  
AIMLESS,  
CONFUSED.

# ADVENTURE TIME



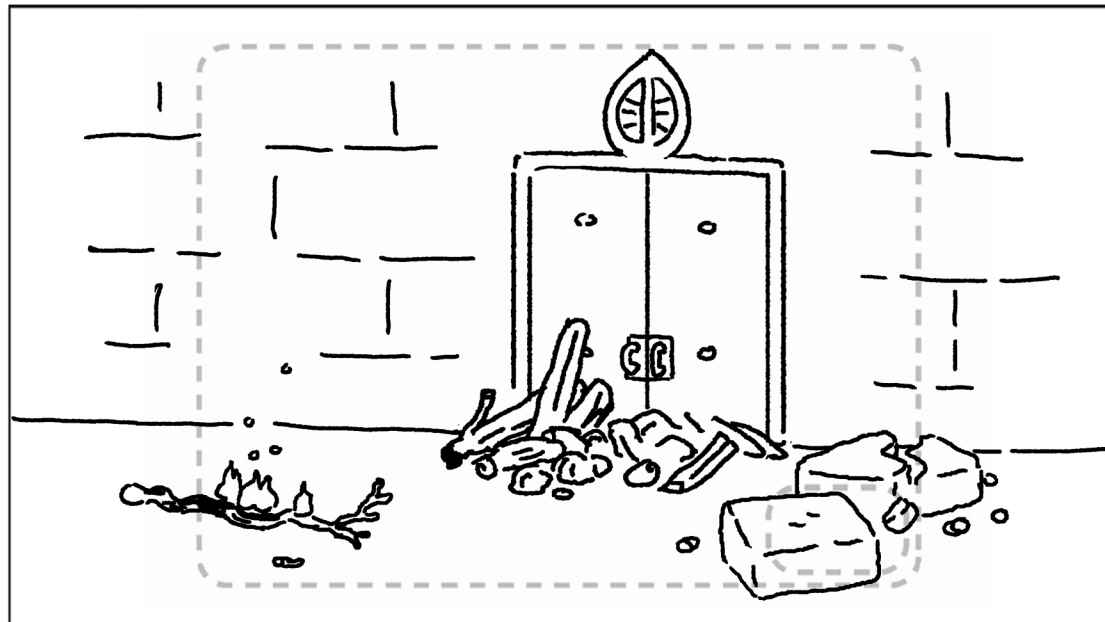
Page 66

Sc. 52

Pnl. A

Bg.

day night

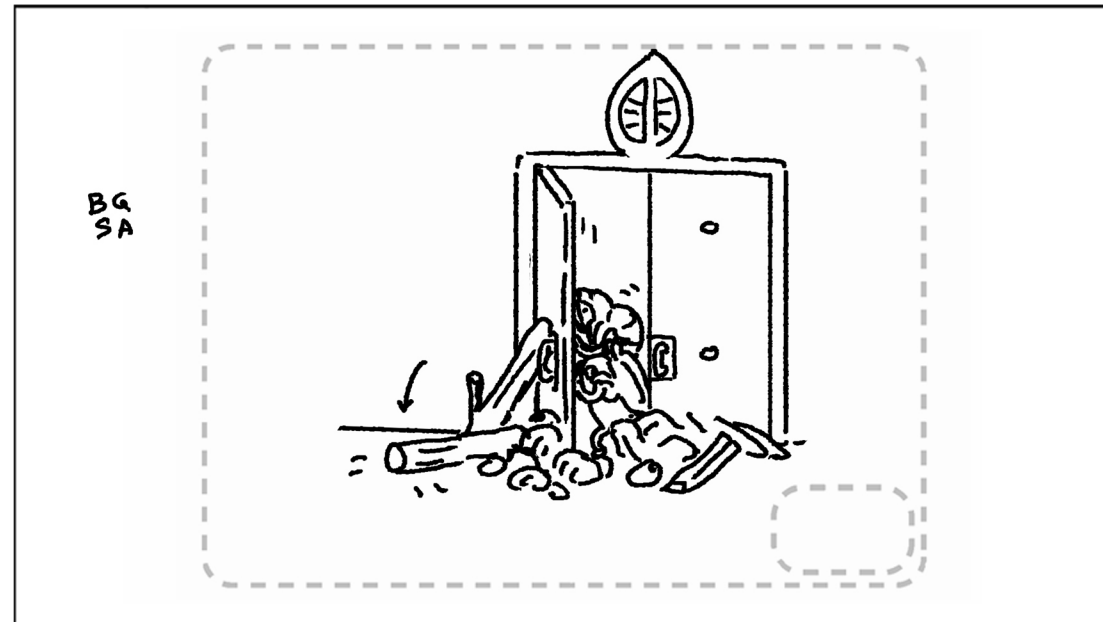


Sc. 52

Pnl. B

Bg.

day night



Dialog:

F+J / UHH

Action:

SHOVING AGAINST  
THE RUBBLE.

Timing:

1014-115

EPISODE #

Production :

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# ADVENTURE TIME



Sc. 52	Pnl. B	Bg.	day night	Sc. 52	Pnl. C	Bg.	day night

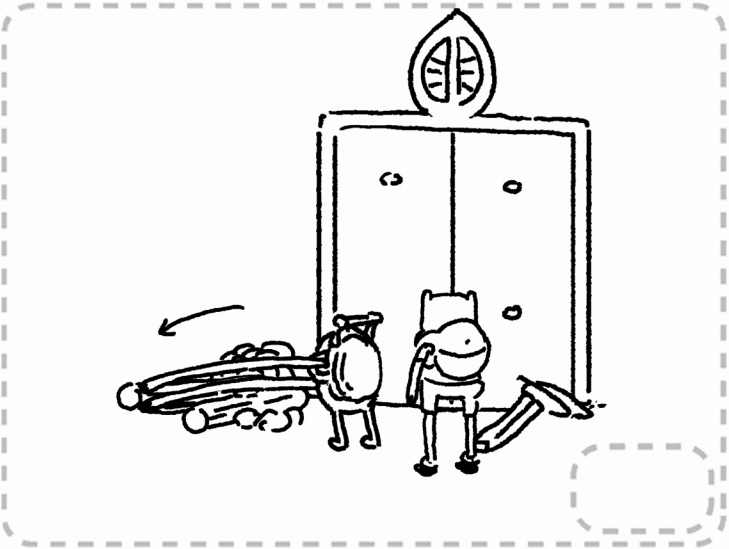
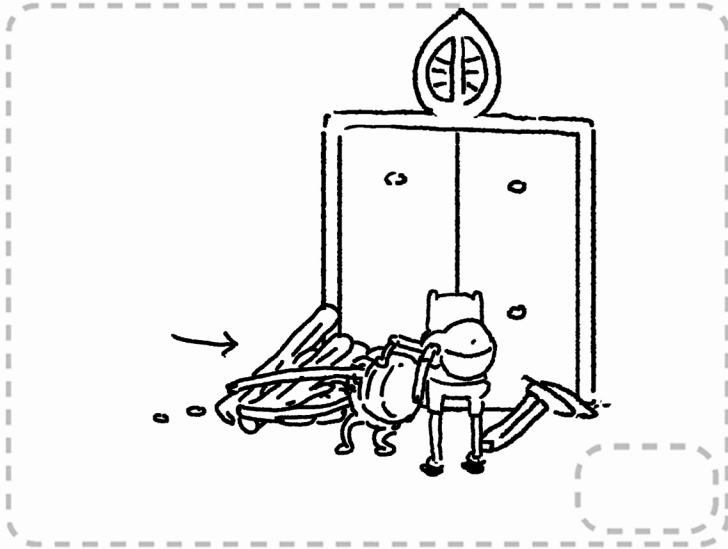
Dialog:	f+j/ UHN!
Action:	JAKE CLOSES DOOR,
Timing:	

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



Page **68**

Sc. 52	Pnl. D	Bg.	day night	Sc. 52	Pnl. E	Bg.	day night
<div><div>BG SA</div></div> <div><div>BG SA</div></div>							

Dialog:
Action: JAKE GRABS RUBBLES
Timing:

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



Sc. 52	Pnl. F	Bg.	day night	Sc. 53	Pnl. A	Bg.	day night

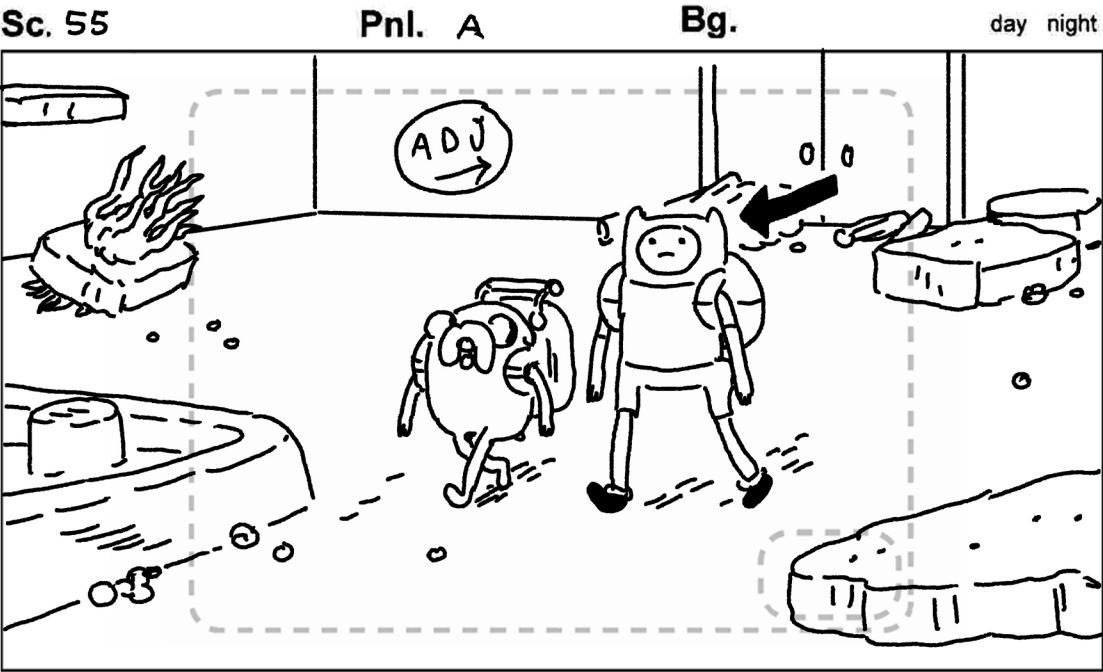
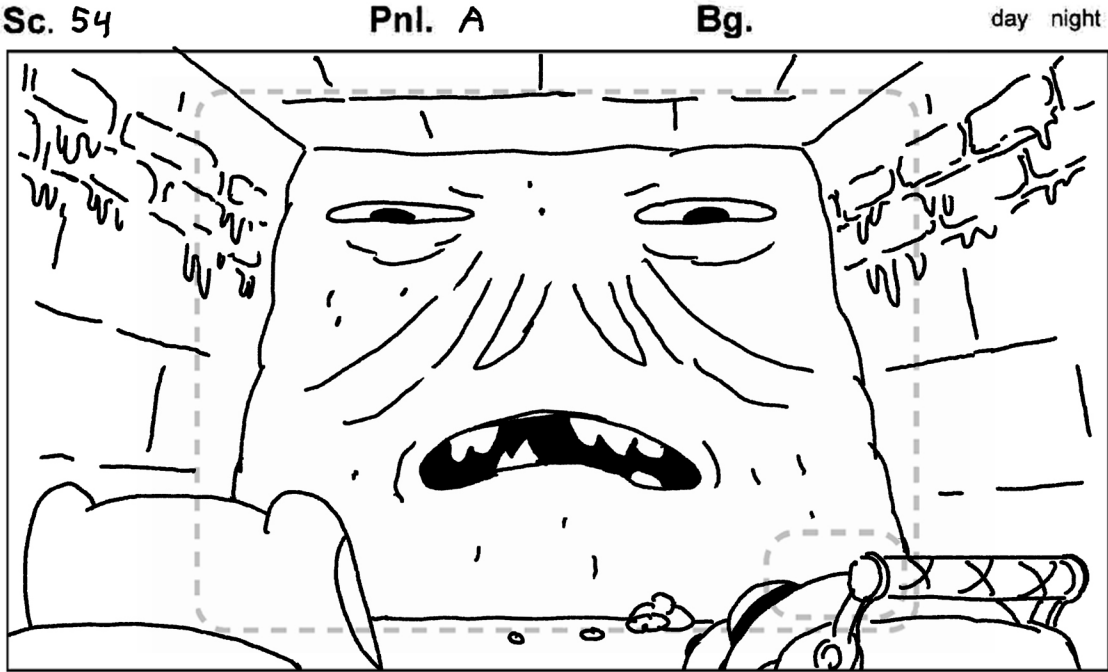
Dialog:	⑤ / (WHISTLES.)
Action:	
Timing:	

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# ADVENTURE TIME



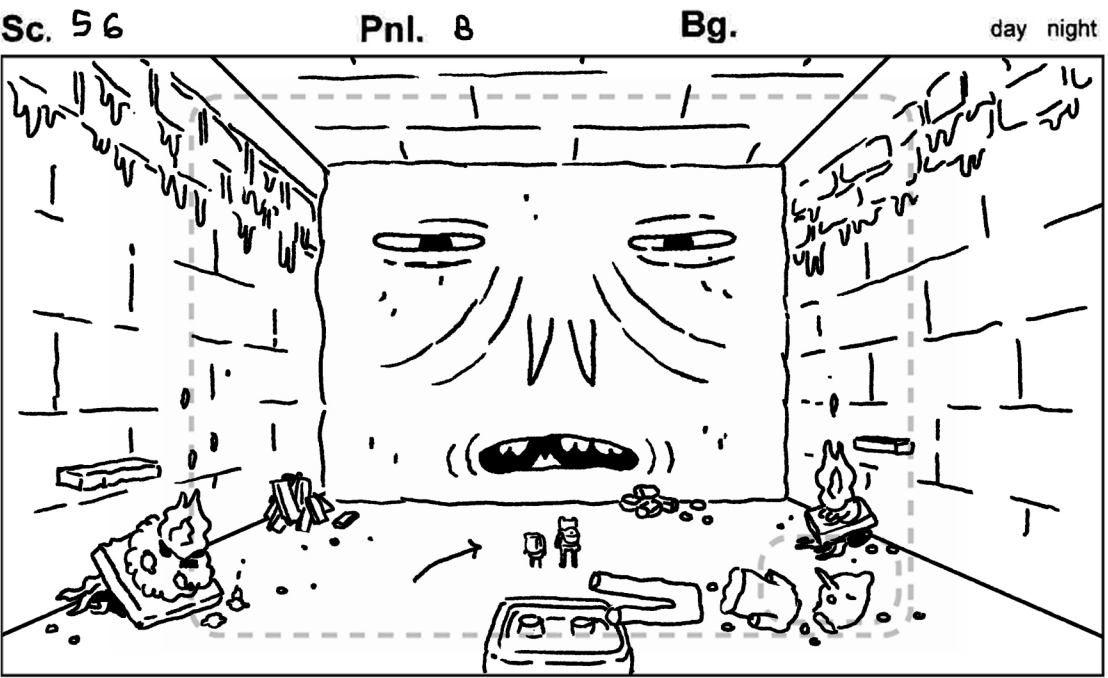
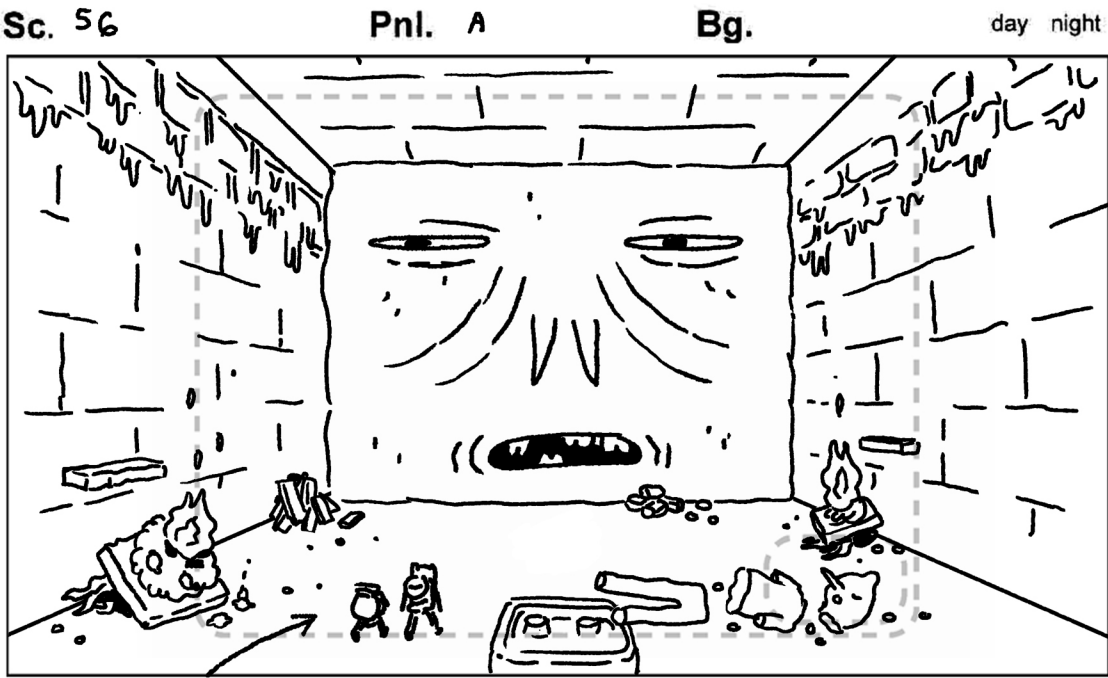
Page 70



Dialog:	(L.J.) ARE YOU SOUR OR SWEET?	③ / WHAT?
Action:		
Timing:		

Production : 1014-115 EPISODE #

ADVENTURE TIME



Dialog:

(LS) / ARE YOU LEMON?

(LS) / DOES YOUR HEAD COME TO A NUB?

Action:

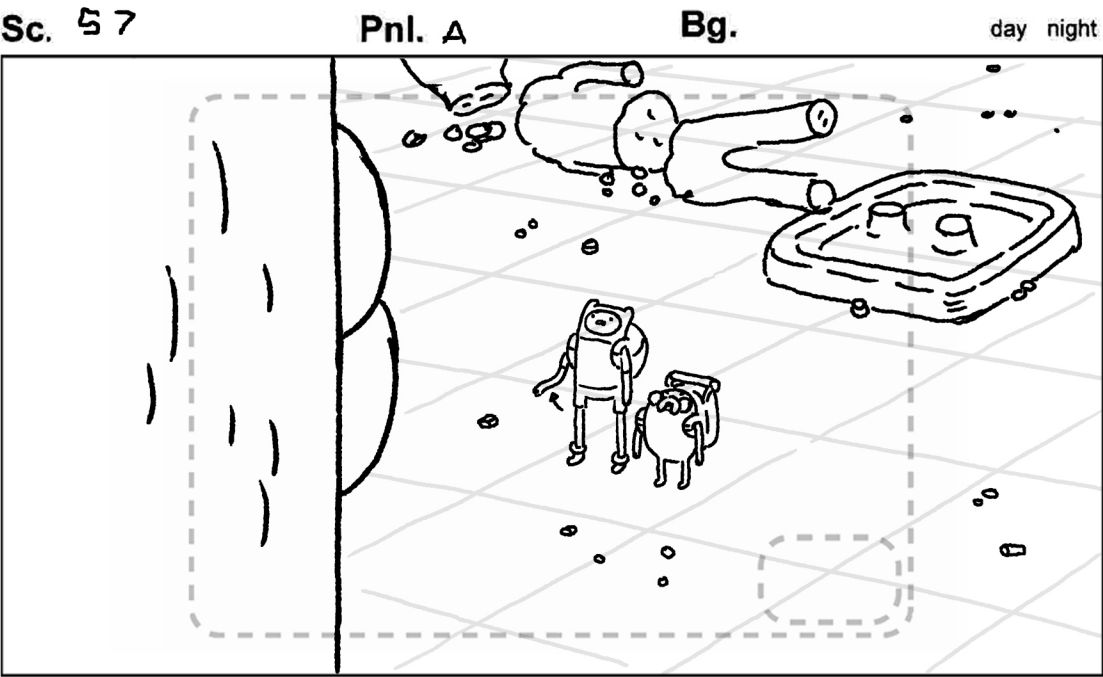
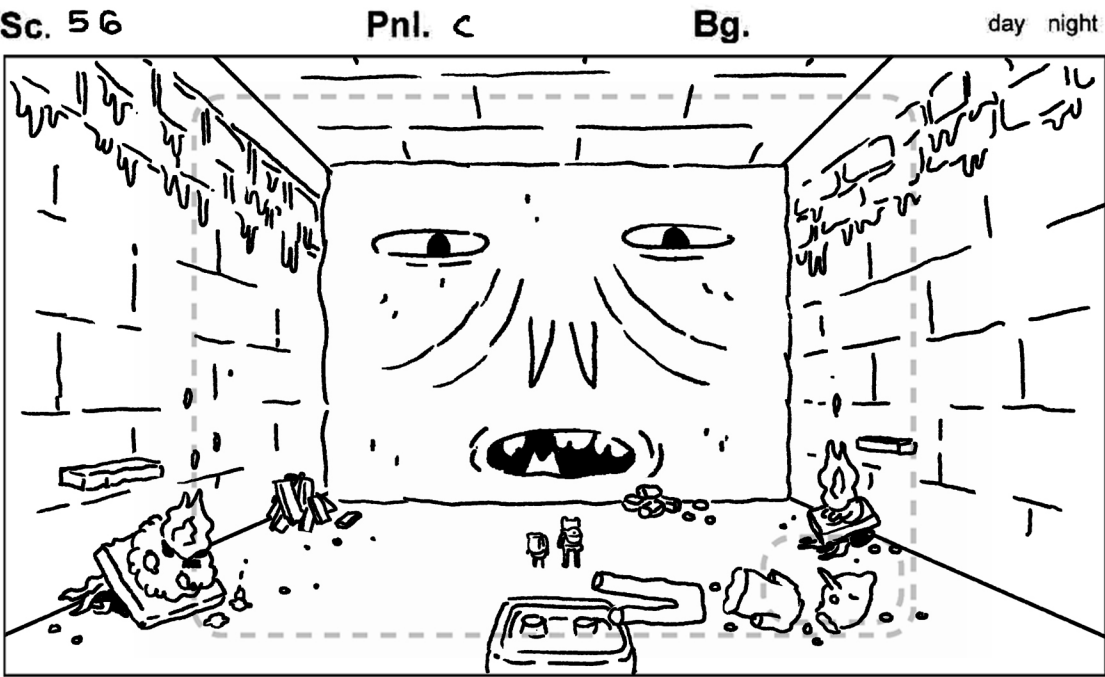
NOTE THIS IS L.Q.'S THRONE ROOM, WITH WINDOWS BRICKED UP.

Timing:

EPISODE # 1014-115

Production :

ADVENTURE TIME

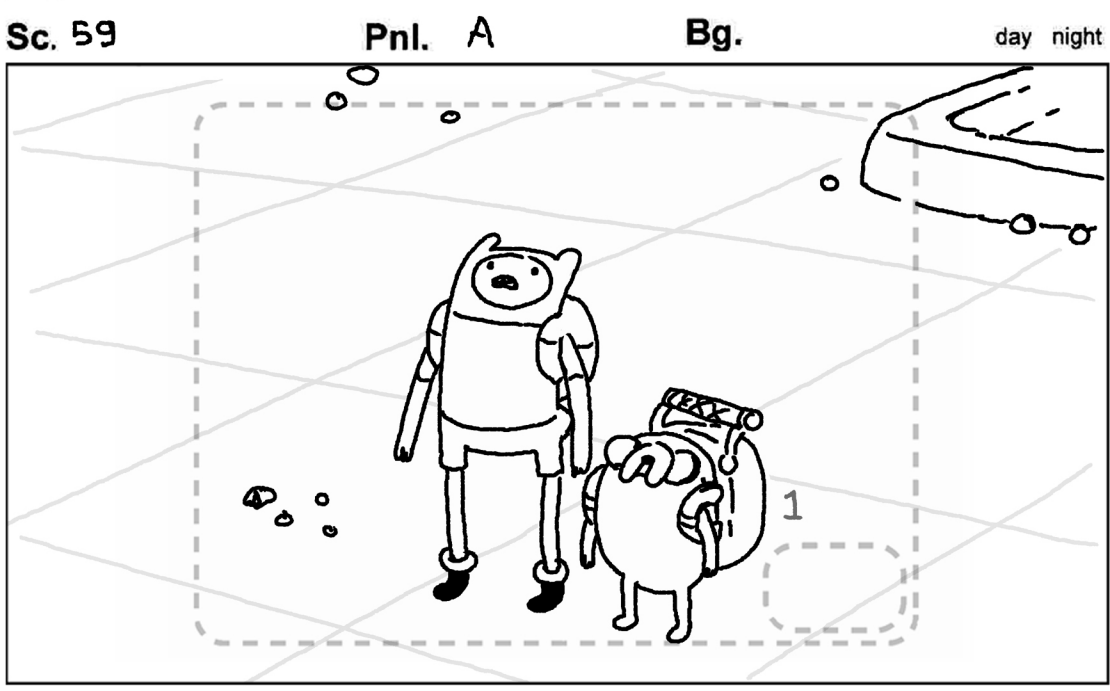
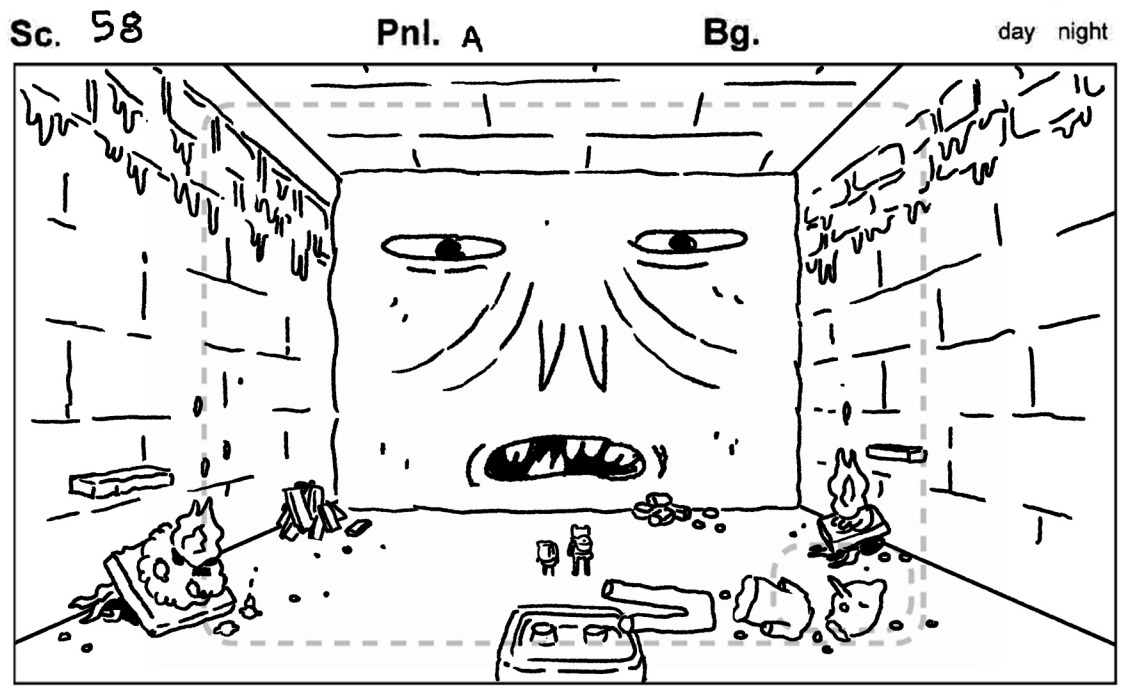



Dialog:	(LJ) / YOU DO NOT. YOU ARE <u>UN-LEMON.</u>	(F) / YEAH... COOL MAN, D'YOU KNOW W/ -
Action:		
Timing:		



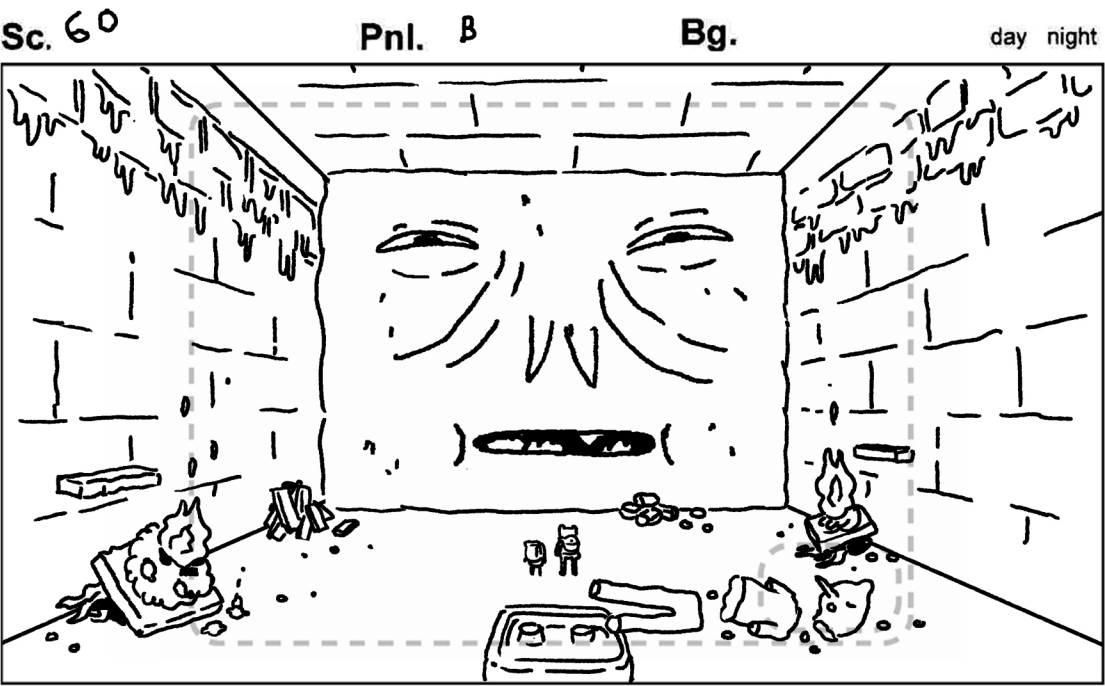
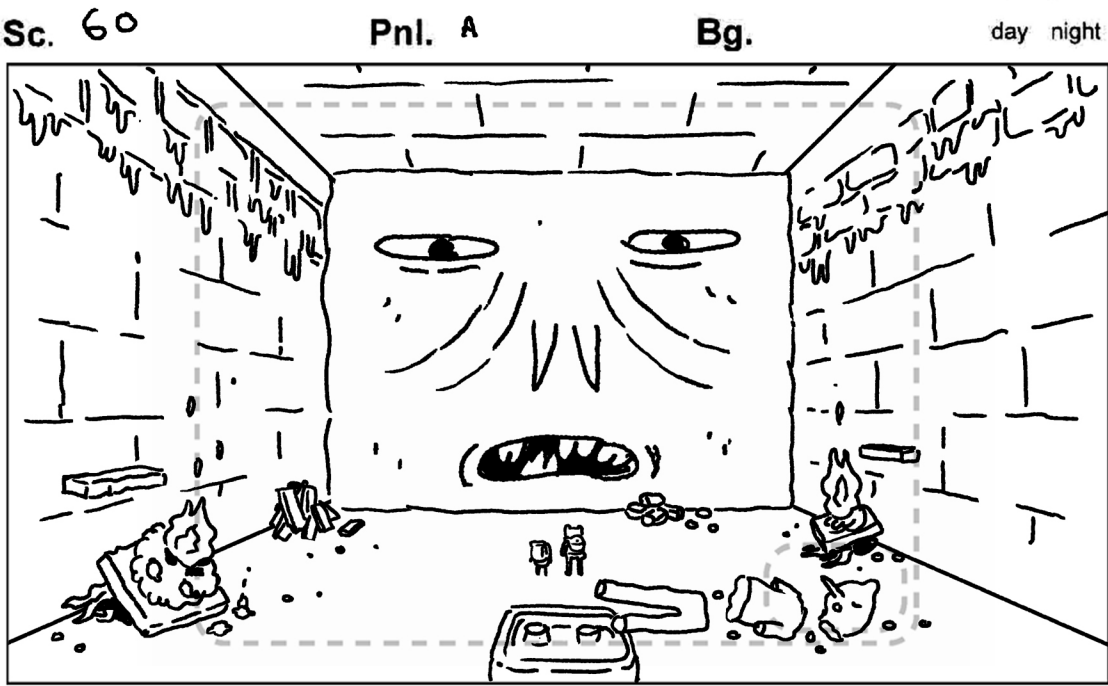
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# ADVENTURE TIME



Dialog:	(LJ) / I DON'T CARE.	(F) / WAIT, WHA -
Action:		
Timing:		

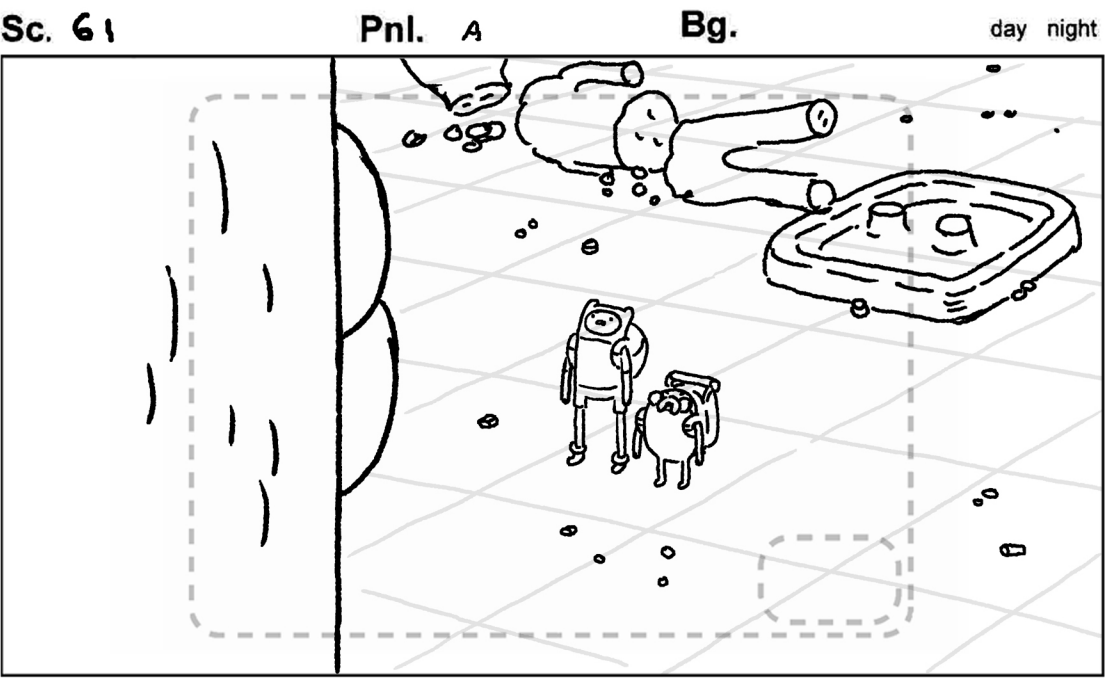
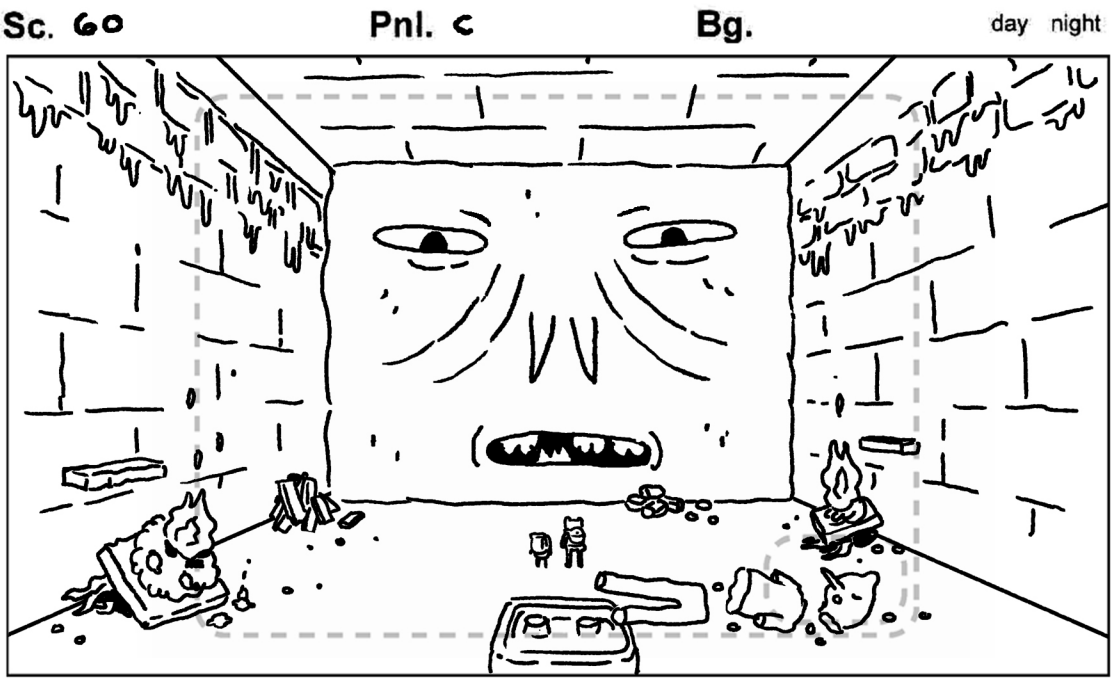
ADVENTURE TIME



Dialog:	(LJ) / <u>DO</u> <u>NOT</u> <u>CARE</u> .	(LJ) / I AM LEMONSON.
Action:		
Timing:		

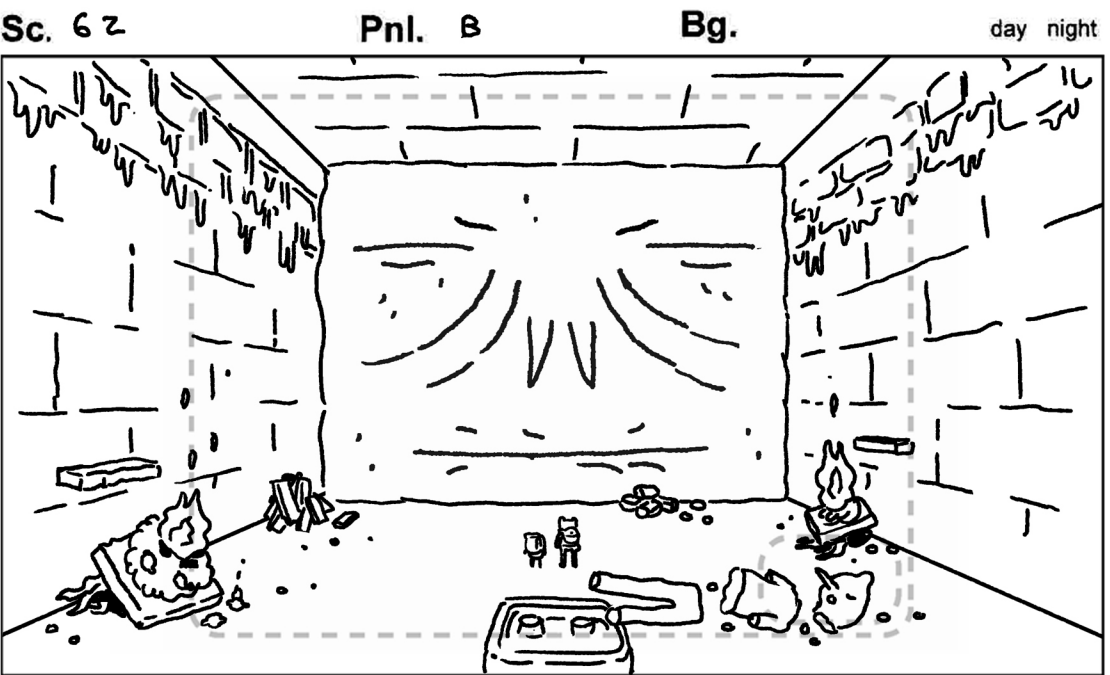
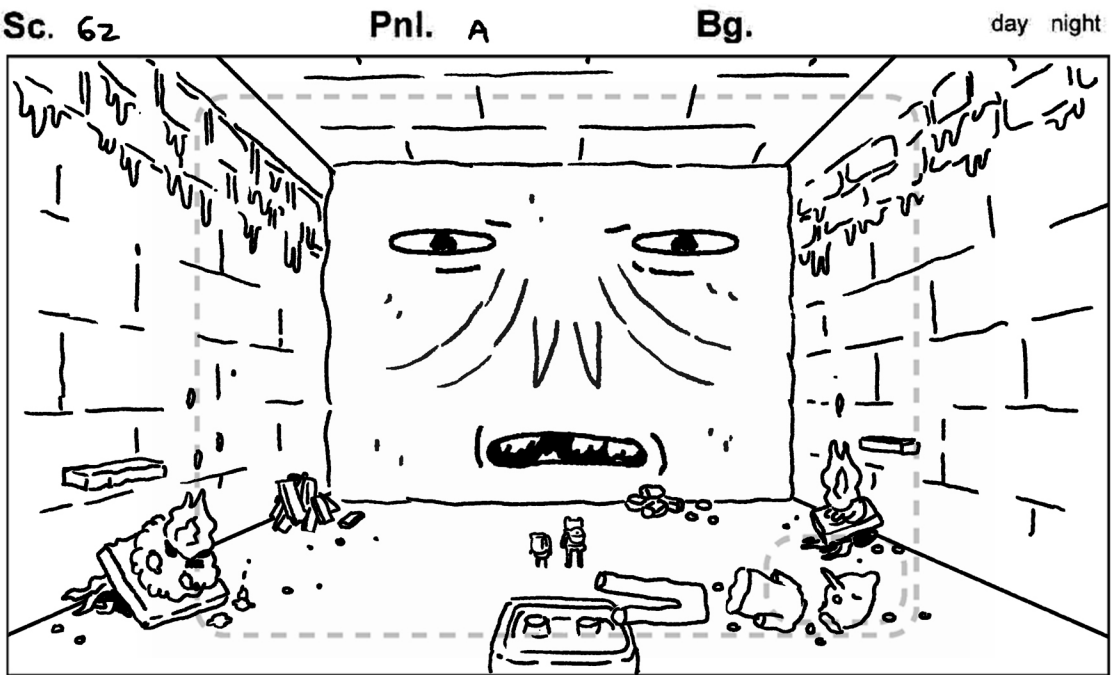
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# ADVENTURE TIME



Dialog:	(25) / NOW YOU.	(3) / UH -
Action:		
Timing:		

ADVENTURE TIME



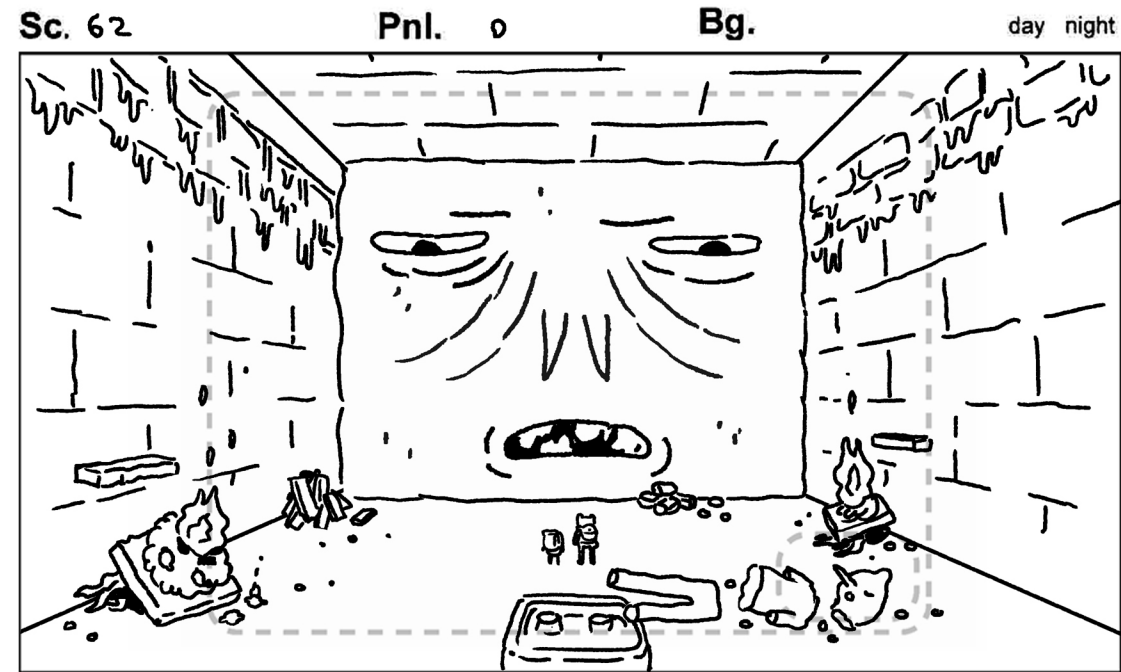
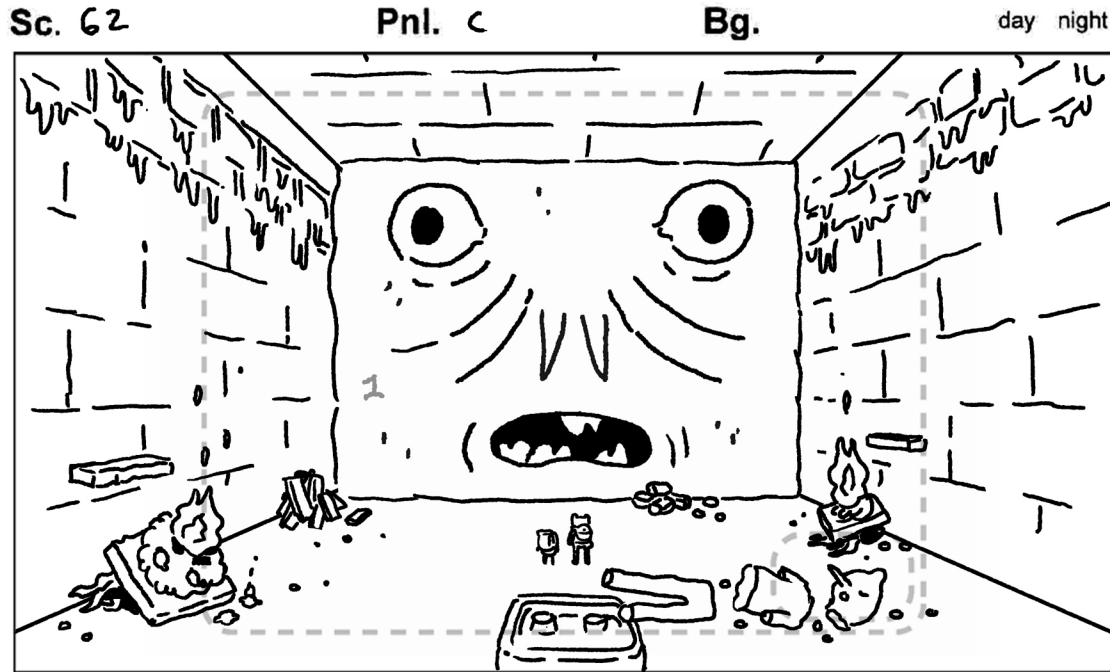
Dialog:	(LS) / DON'T CARE. I SEE YOU MADE IT PAST OUR LEMON	(LS) mmm mmmmer
Action:		
Timing:		

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# ADVENTURE TIME



Page 77



Dialog:

(LJ) / - RINGUE - GERIE.  
1 2

(LJ) / THEY'RE QUITE HUNGRY,  
WE ALL ARE.

Action:



"MERINGE - GERIE";

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME

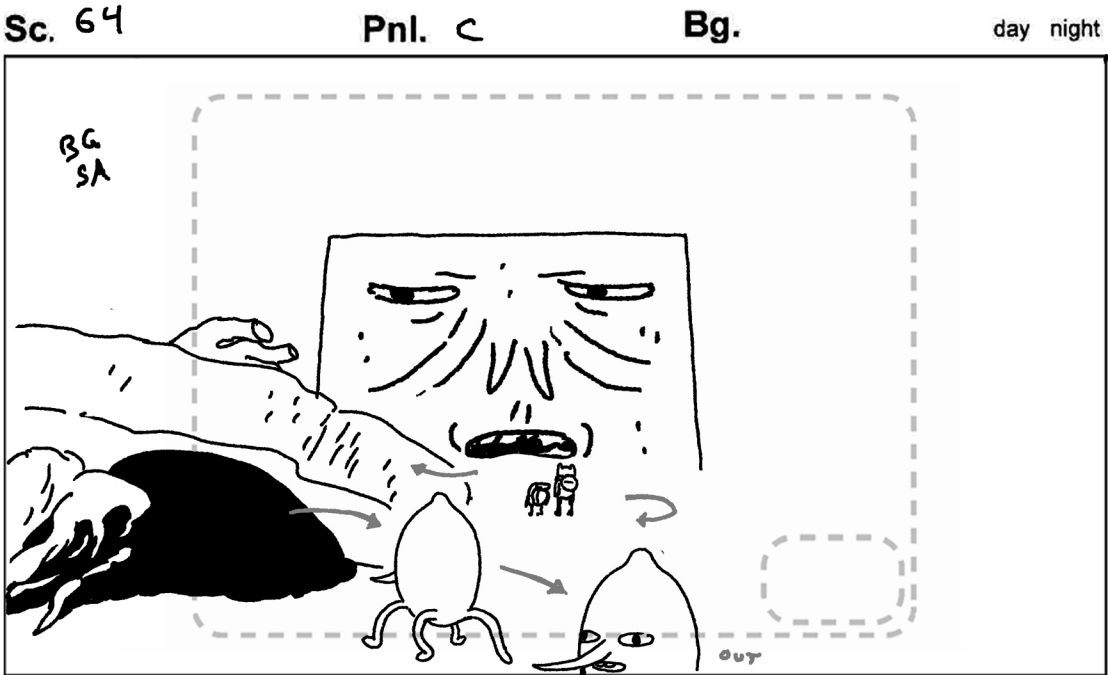
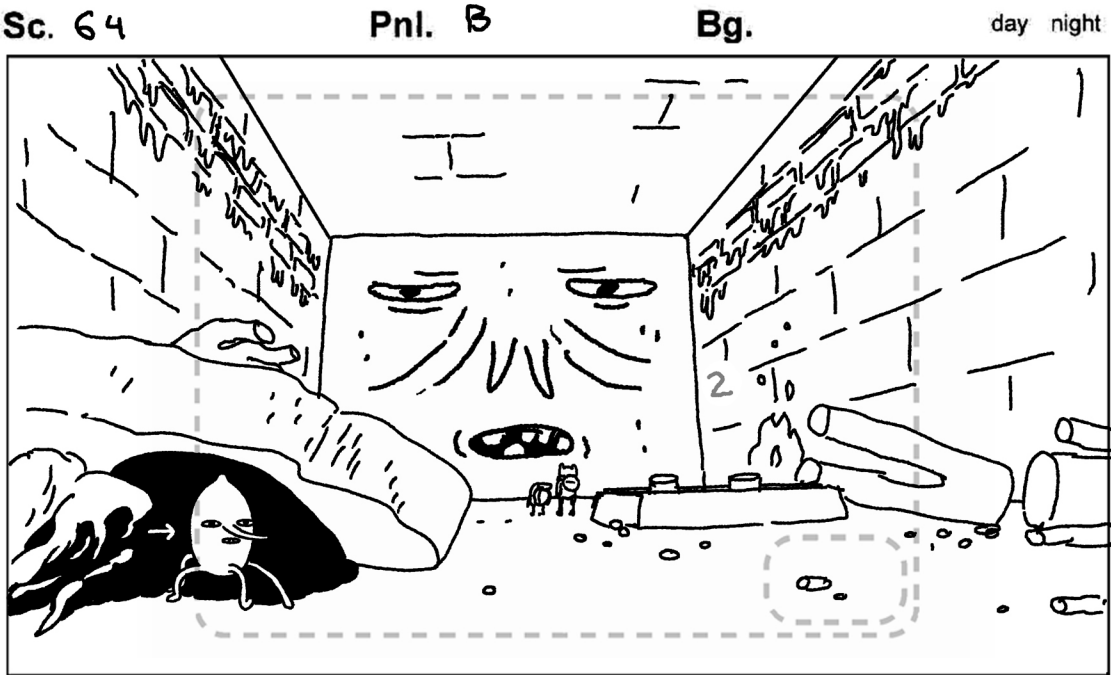


Sc. 63	Pnl. A	Bg.	day night	Sc. 64	Pnl. A	Bg.	day night

Dialog:	(F) / YEAH WHAT THE HECK'S GOING ON HERE?	(LJ) / SIGH...
Action:	LEMONGRAB'S HEAD ON LITTLE LEGS EMERGES FROM THE SHADOWS - LEMON JON ROLLS EYES	
Timing:		

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# ADVENTURE TIME



Dialog:

(LJ) / THERE IS NO FOOD,  
ONLY LEMONS. LEMONS WITH

Action:

LEMONGRAB'S HEAD ON LITTLE LEGS  
NOODLES ON BY. (ROTATING ITSELF WHILE WALKING)

Timing:

EPISODE # 1014-115  
Production

# ADVENTURE TIME



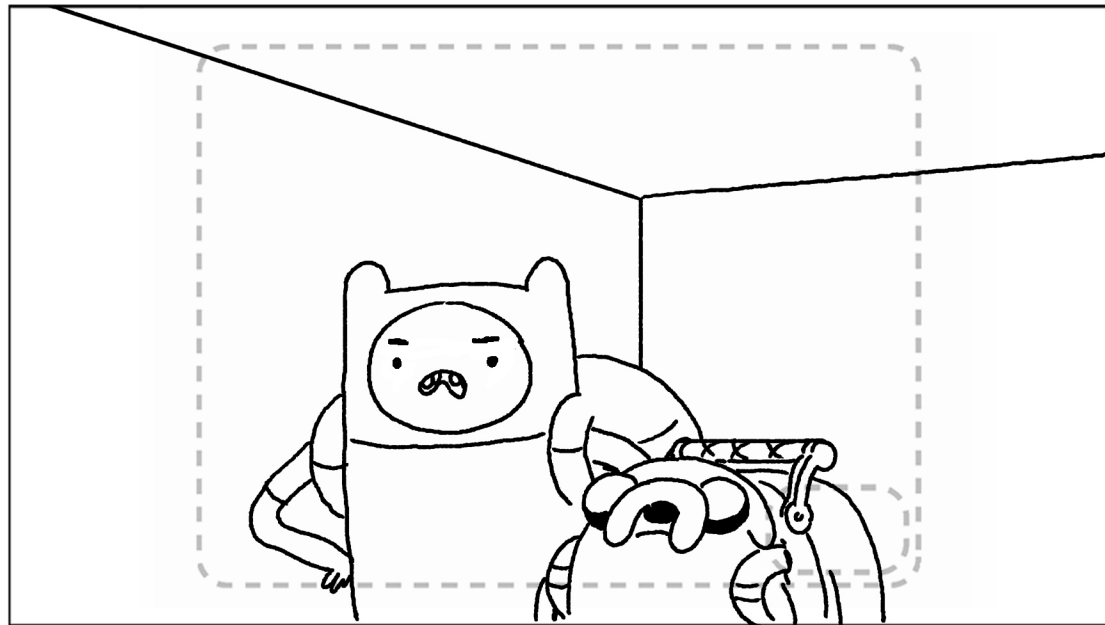
Page **80**

Sc. 65

Pnl. A

Bg.

day night

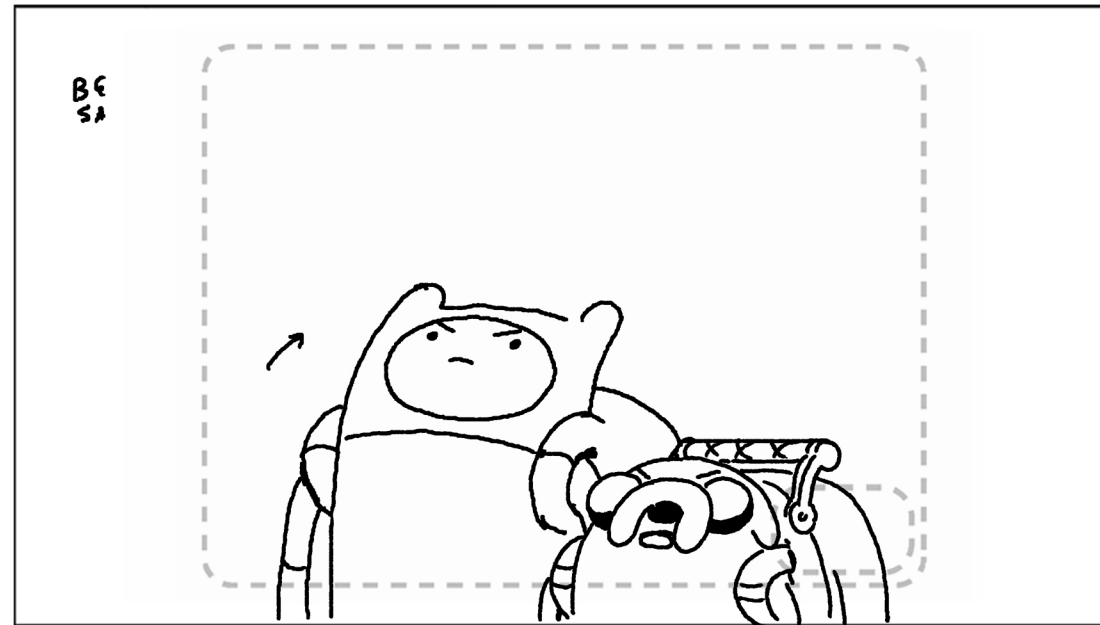


Sc. 65

Pnl. B

Bg.

day night



Dialog:

Ⓔ / NASTY!

Ⓕ / (o.s.) SHUT UP YOU'RE NASTY.

Ⓖ / HEY!

Action:

Timing:

1014-115

EPISODE #

Production :



# ADVENTURE TIME



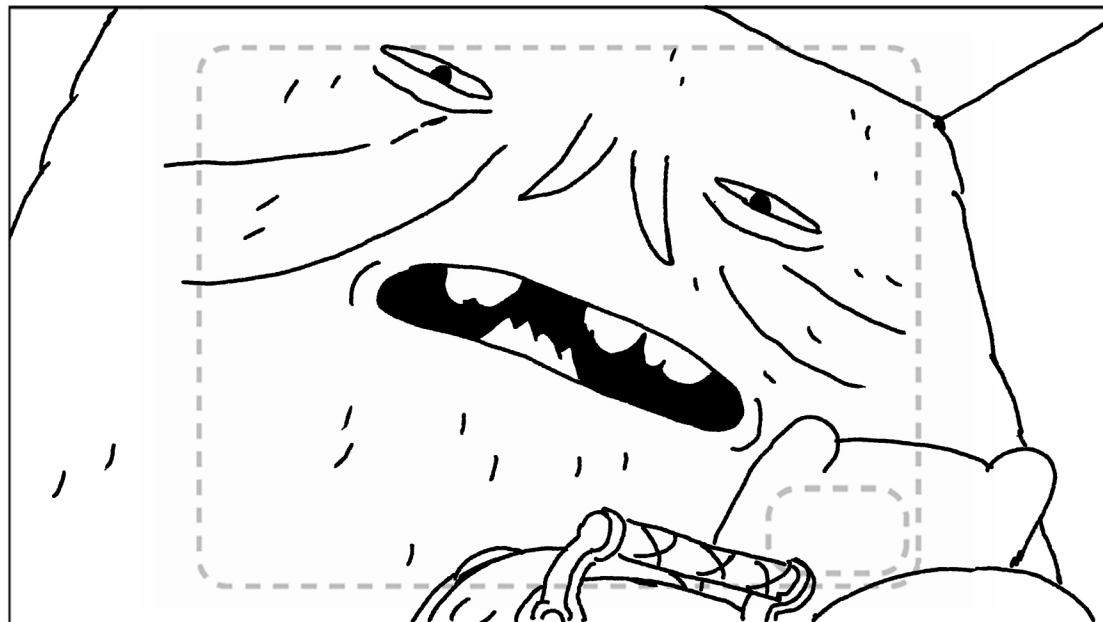
Page 81

Sc. 66

Pnl. A

Bg.

day night



Sc. 66

Pnl. B

Bg.

day night



Dialog: (LJ) / WE ARE ALL SLOPPED  
TOGETHER FROM LEMON  
FLESH ---

(LJ) / --- AND I AM THE MOST  
MASSIVELY SLOPPED OF ALL.

Action:  
START SLOW ROTATING ZOOM ,  
(FINAL POSITION, NEXT PANEL)

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 82

Sc. 67

Pnl. A

Bg.

day night

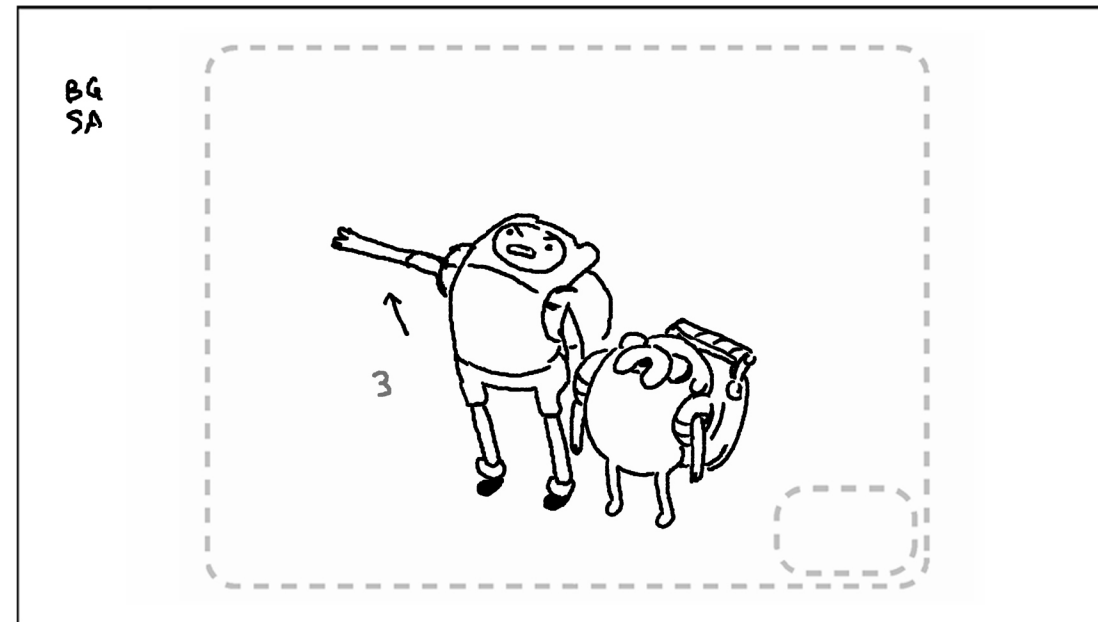


Sc. 67

Pnl. B

Bg.

day night



Dialog: ① / <sup>1</sup>OK <sup>2</sup>WHATEVER, LEMONJON.

③ / <sup>3</sup>WE'VE GOTTA GIVE THOSE DUMB BUTTS <sup>4</sup>THESE SEEDS.

Action:

Timing:



— LETS ARM FLOP.

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 67 Pnl. C Bg. day night

Dialog:

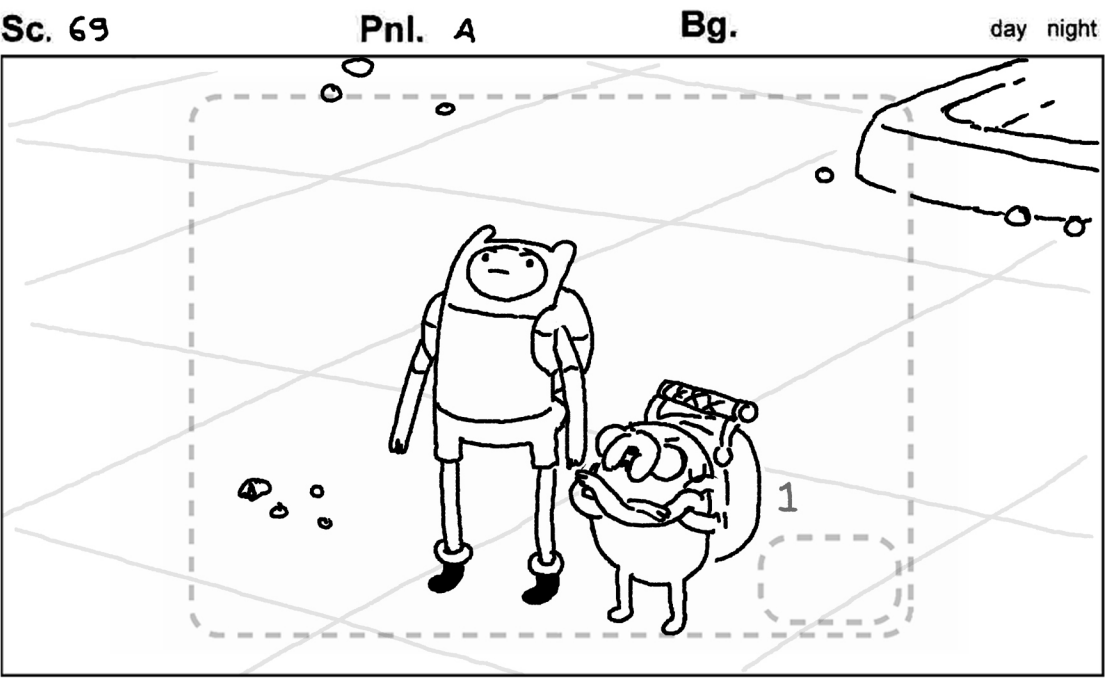
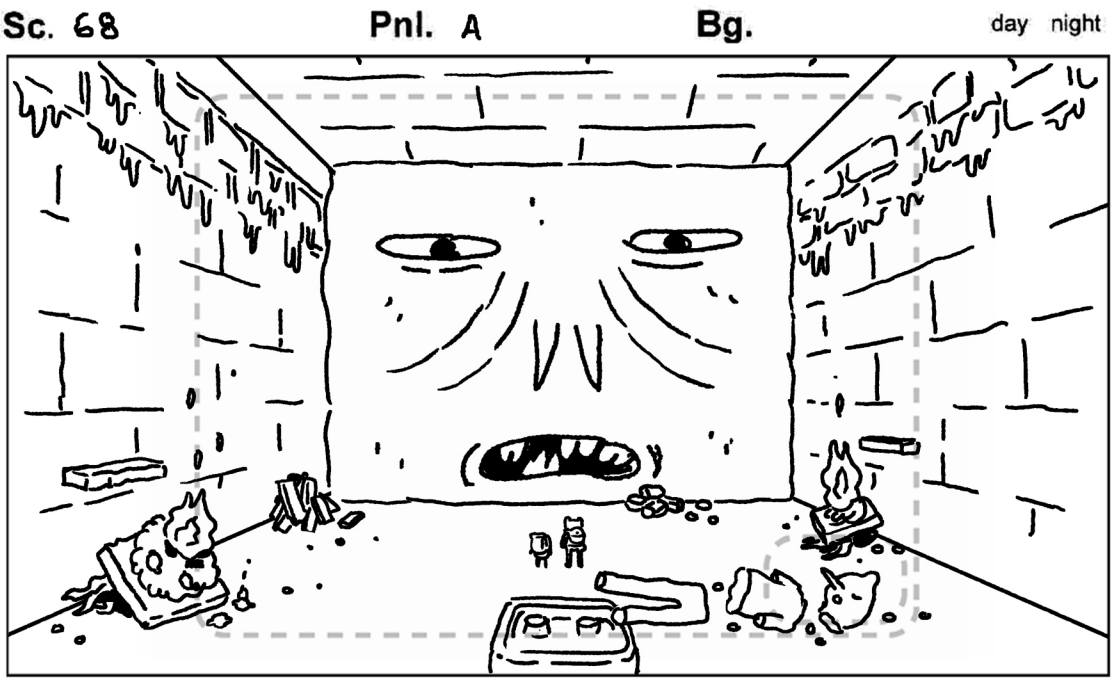
⑤ / WHERE SHOULD WE GO ?

Action:

Timing:

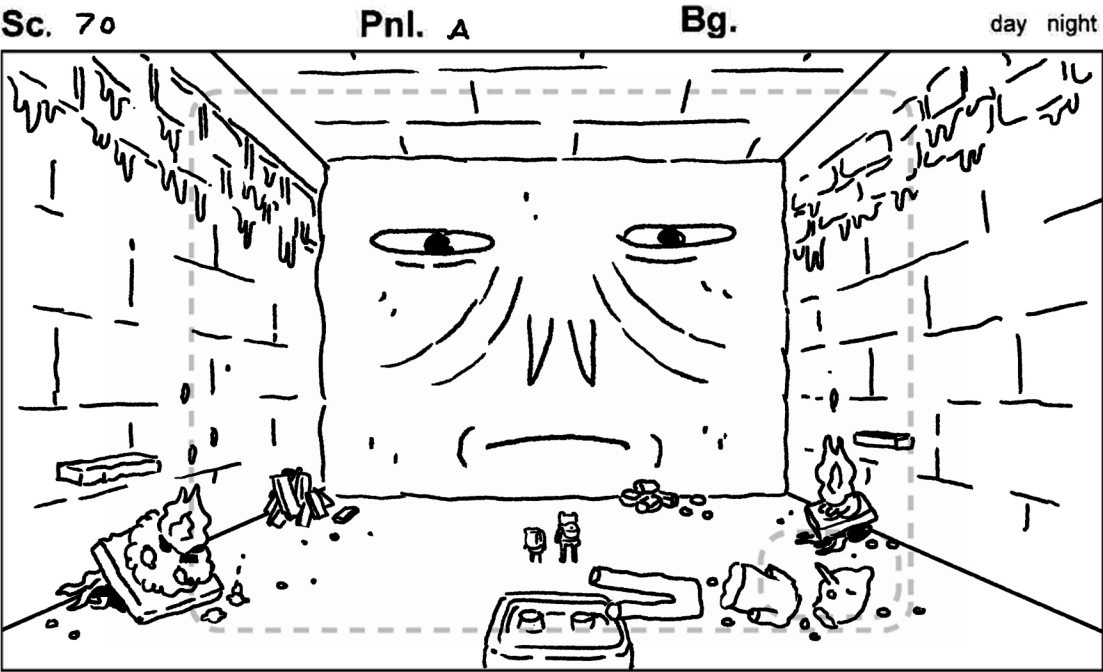
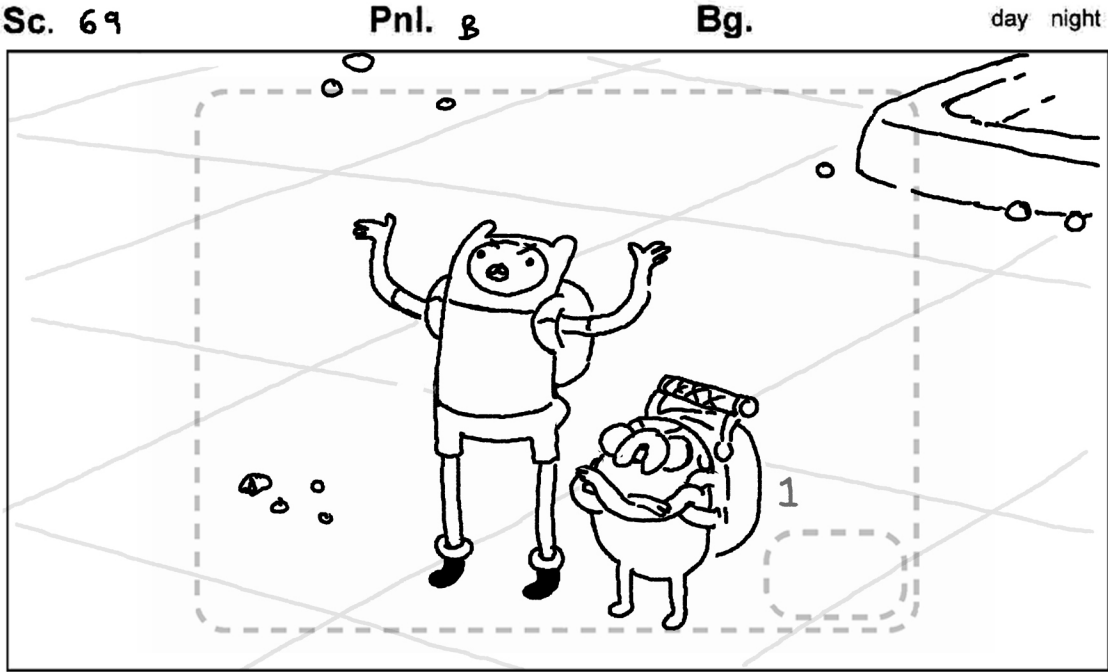
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# ADVENTURE TIME



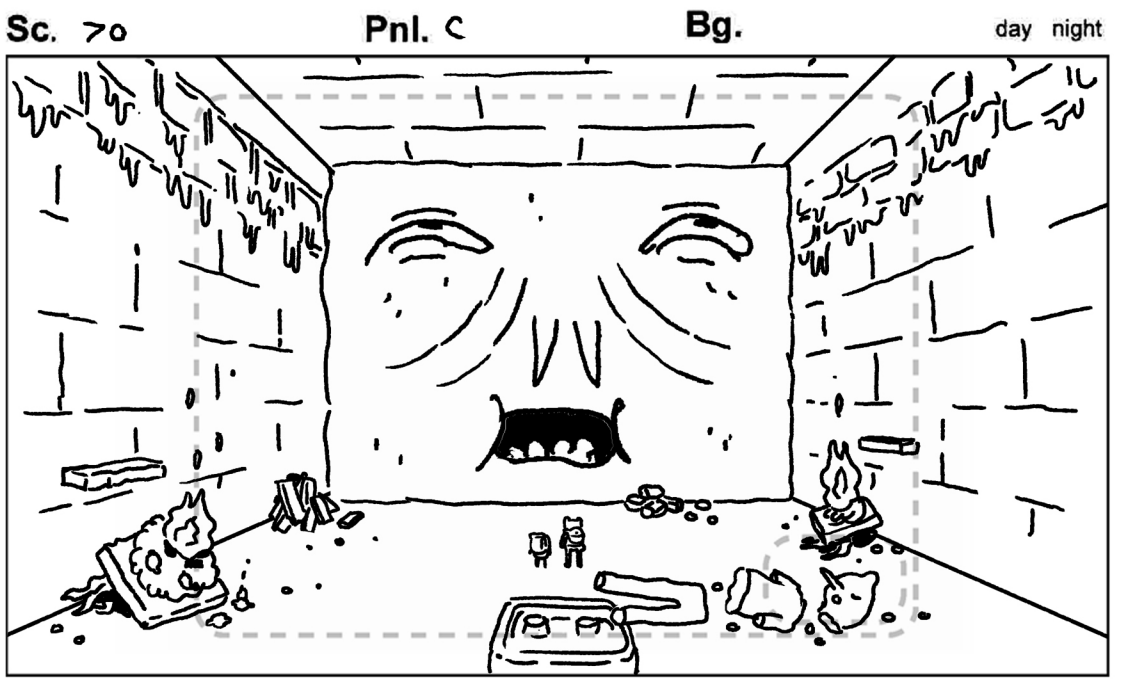
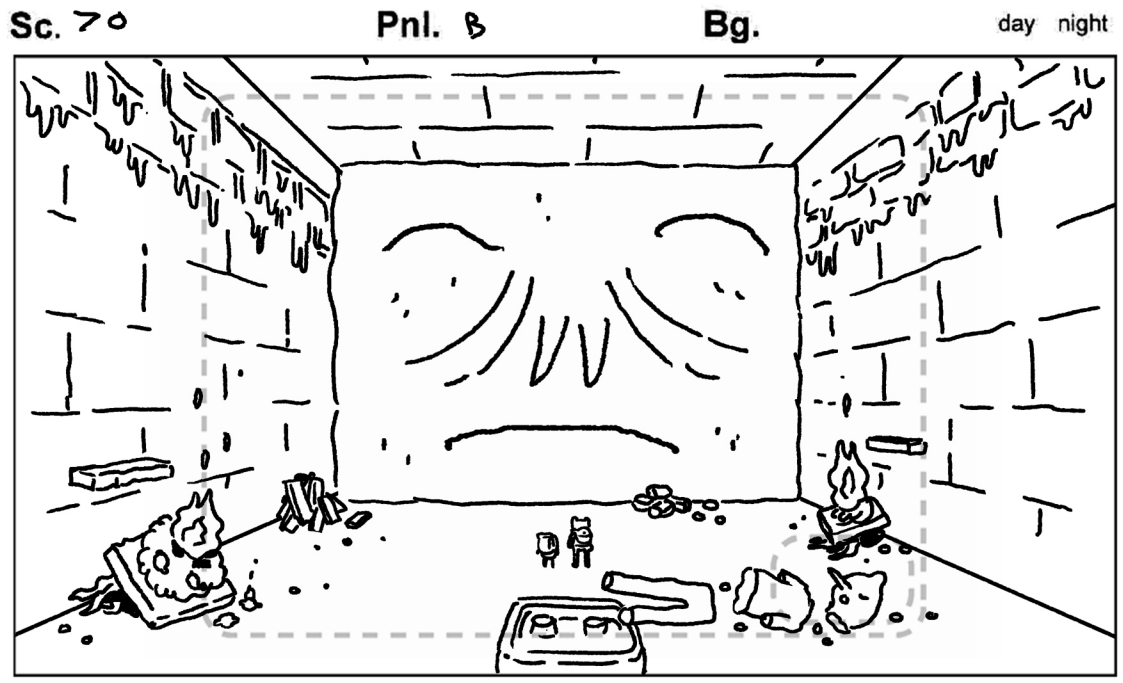
Dialog:	(LT) / YOU CAN GO SOMEWHERE AND DIE.	(J) / COLD.
Action:		
Timing:	 <p>SHAKES HEAD BACK AND FORTH</p>	

# ADVENTURE TIME



Dialog:
ⓔ/ JUST TELL US WHERE THEY ARE, LEMON JON!
Action:
Timing:

ADVENTURE TIME



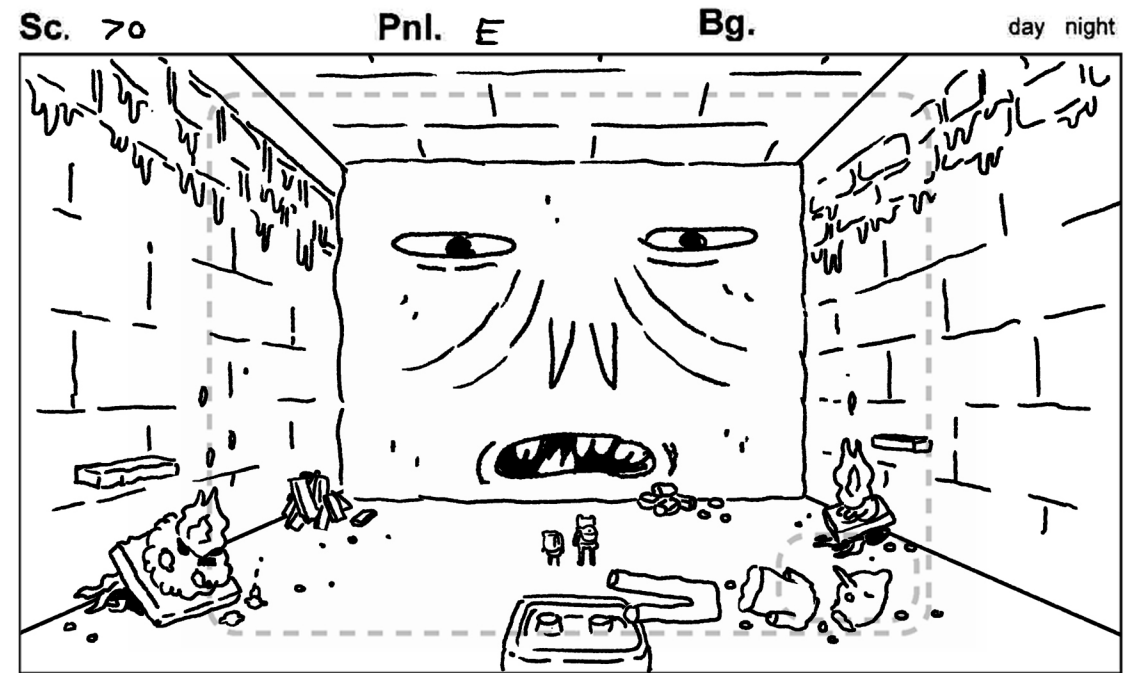
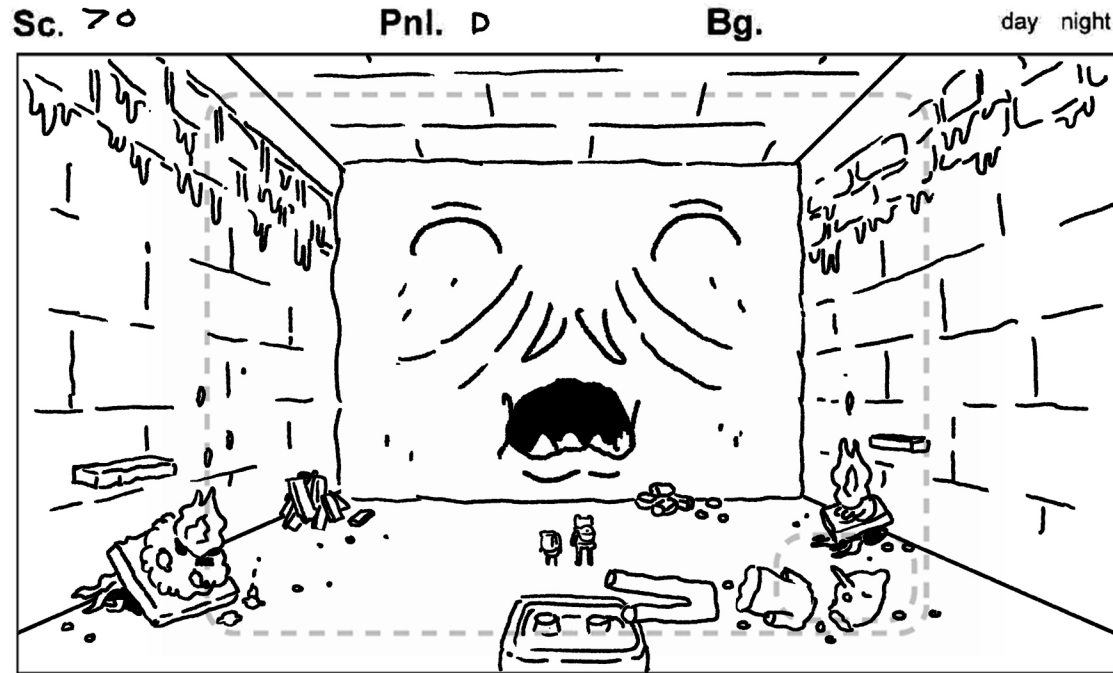
Dialog:	(LJ) / m m m m m m m m	(LJ) / MY SENSES TELL ME THAT THEY'RE IN THE DUNGEON...
Action:	EYES ROLLING BACK, EYE LIDS FLICKERING	
Timing:		

1014-115  
EPISODE #  
Production :

# ADVENTURE TIME



Page 87



Dialog:

(LJ) / THEY'VE BEEN THERE FOR  
THREE WEEKS.

(LJ) / (CALMLY)  
THREE WEEKS, DUNGEON.

Action:

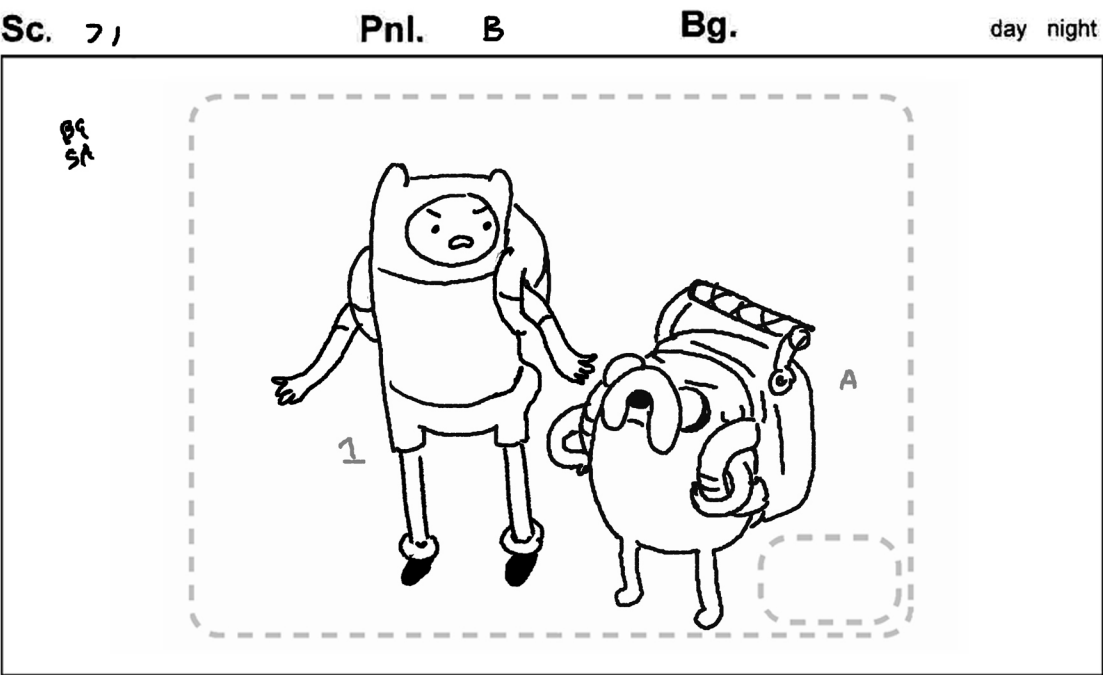
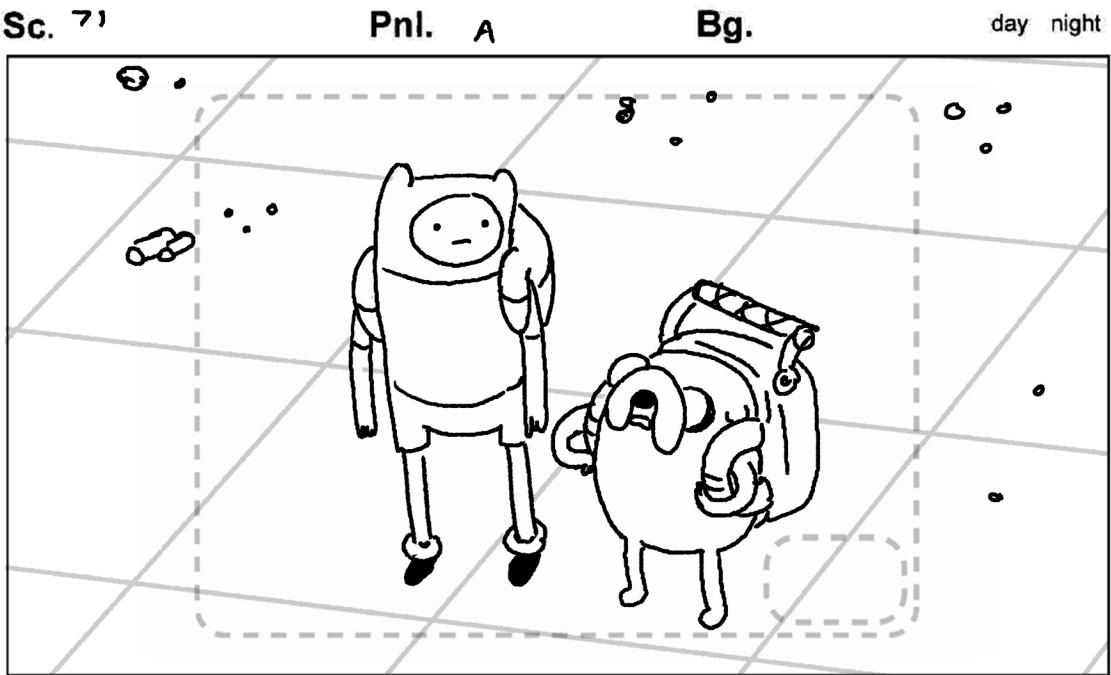
Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Dialog:

(J) I WONDER WHO PUT THEM IN THERE?

(F) I DUNNO BUT WE GOTTA BUST 'EM OUT!

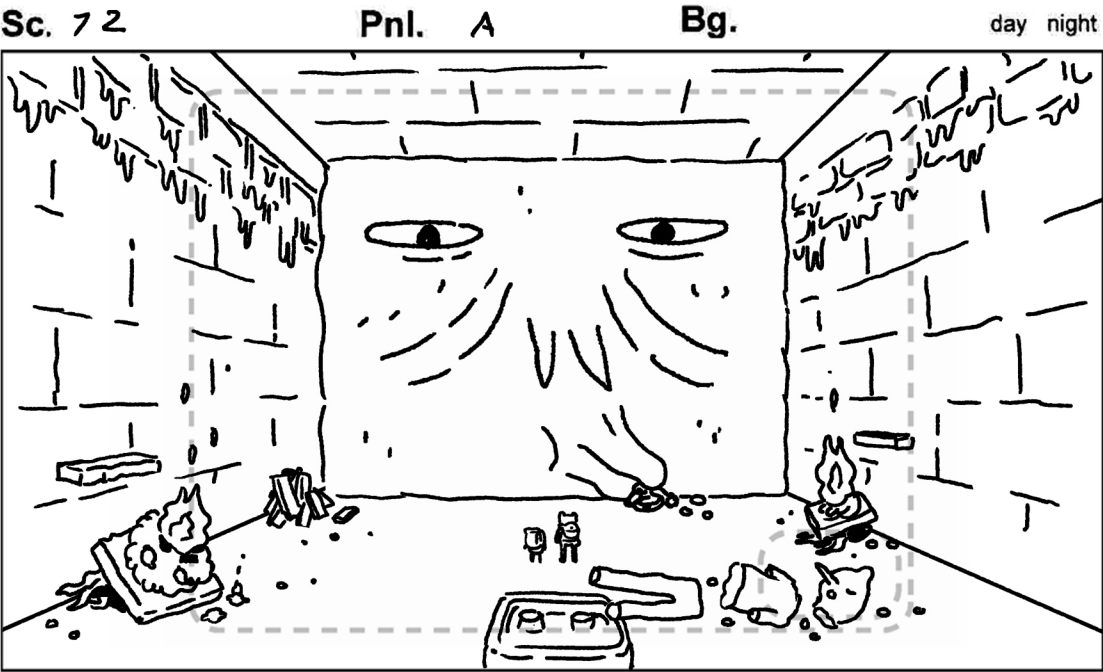
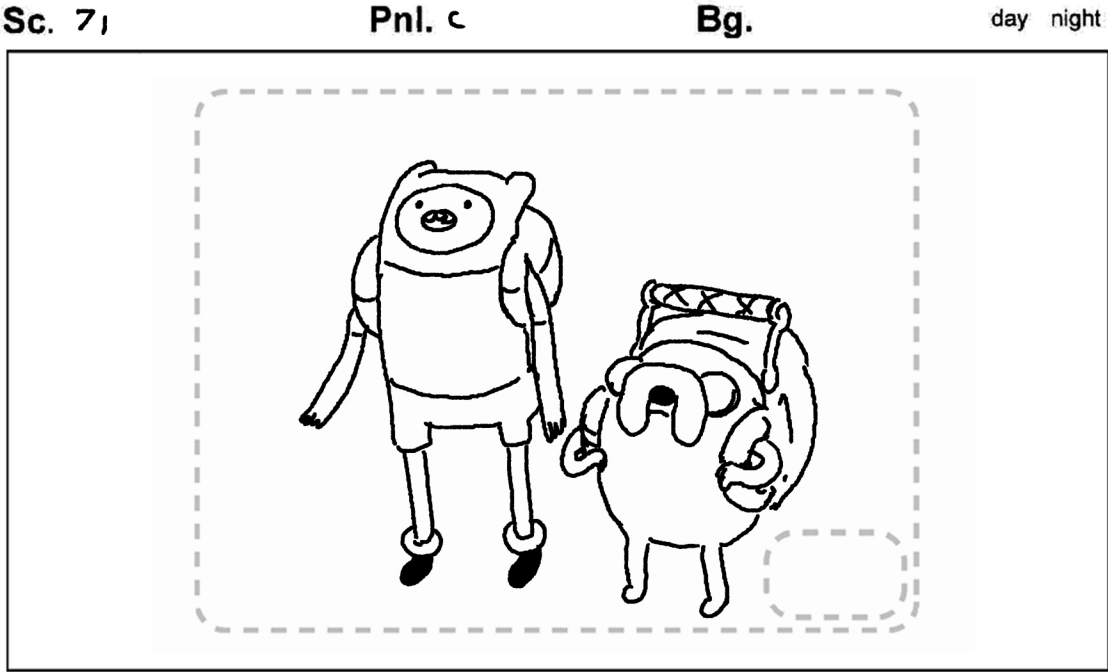
Action:

Timing:

JAKE NODS (A B C A)

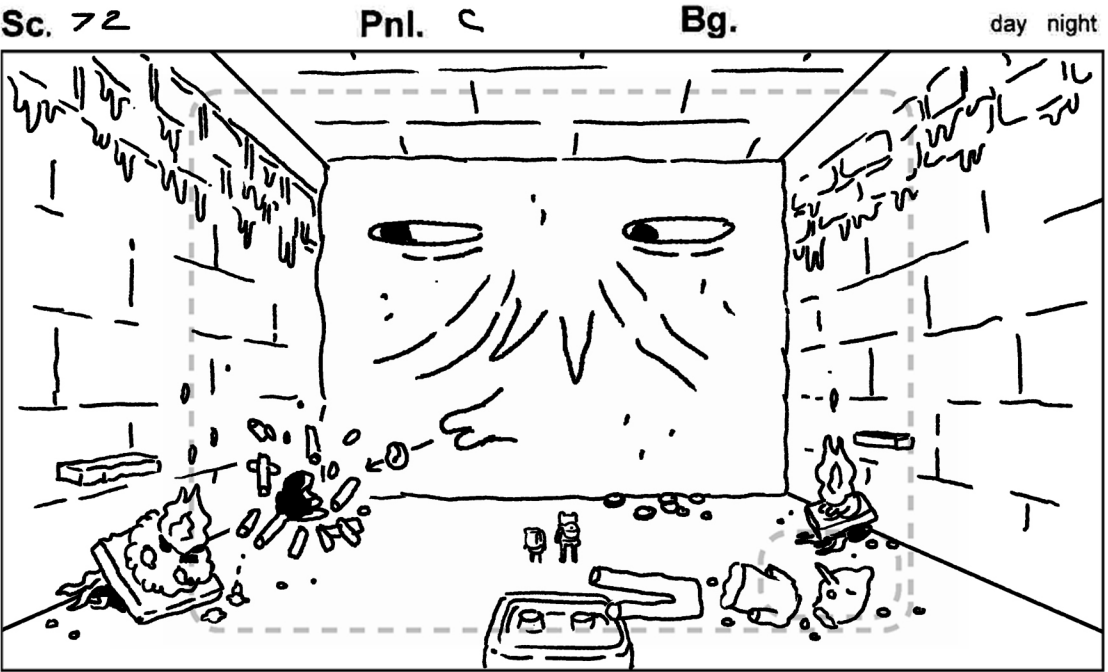
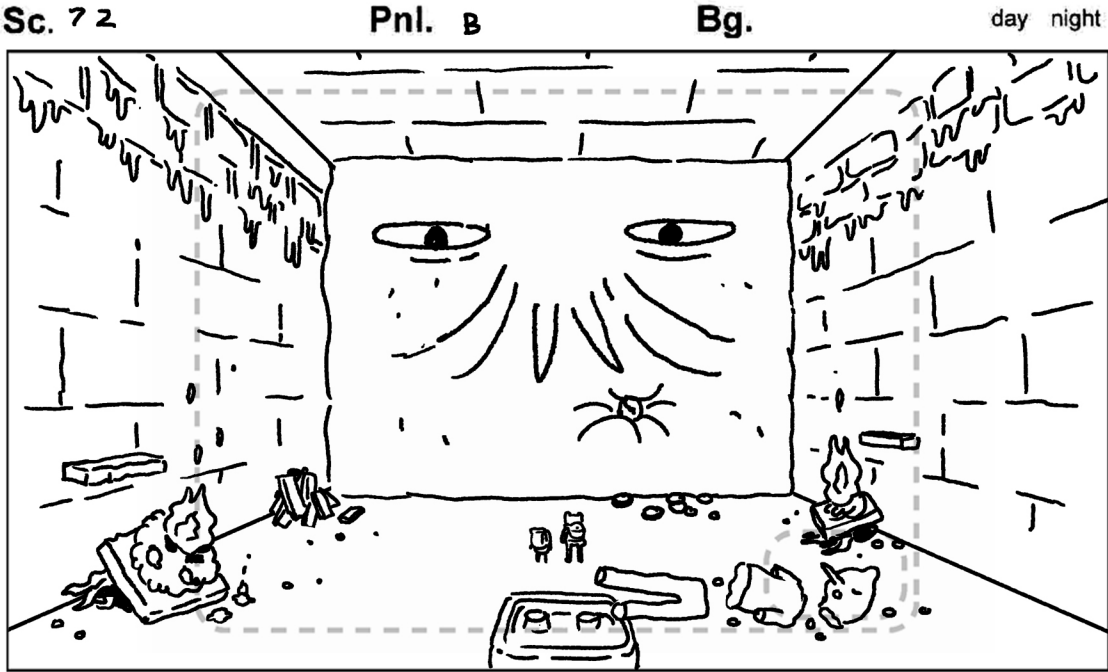


# ADVENTURE TIME



Dialog:	(F) / WHICH WAY TO THE DUNGEON, LEMON JON?	
Action:	PICKS UP ROCK WITH LIPS	
Timing:		

# ADVENTURE TIME



Dialog:	
Action:	SPITS ROCK, SCATTERING WRECKAGE, REVEALING HOLE
Timing:	

# ADVENTURE TIME



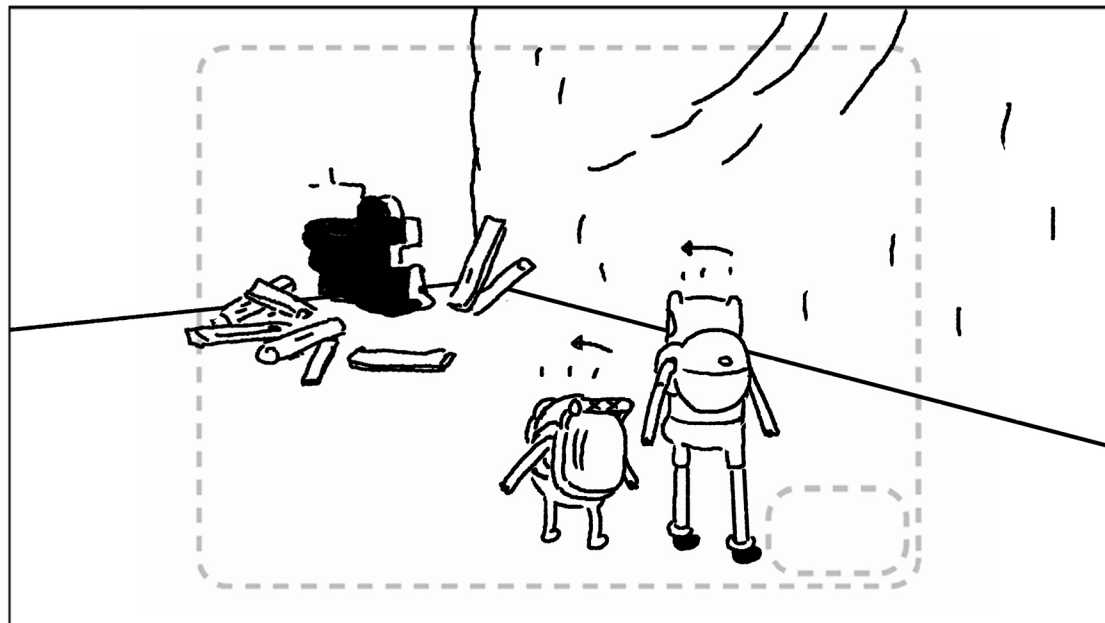
Page 91

Sc. 73

Pnl. A

Bg.

day night

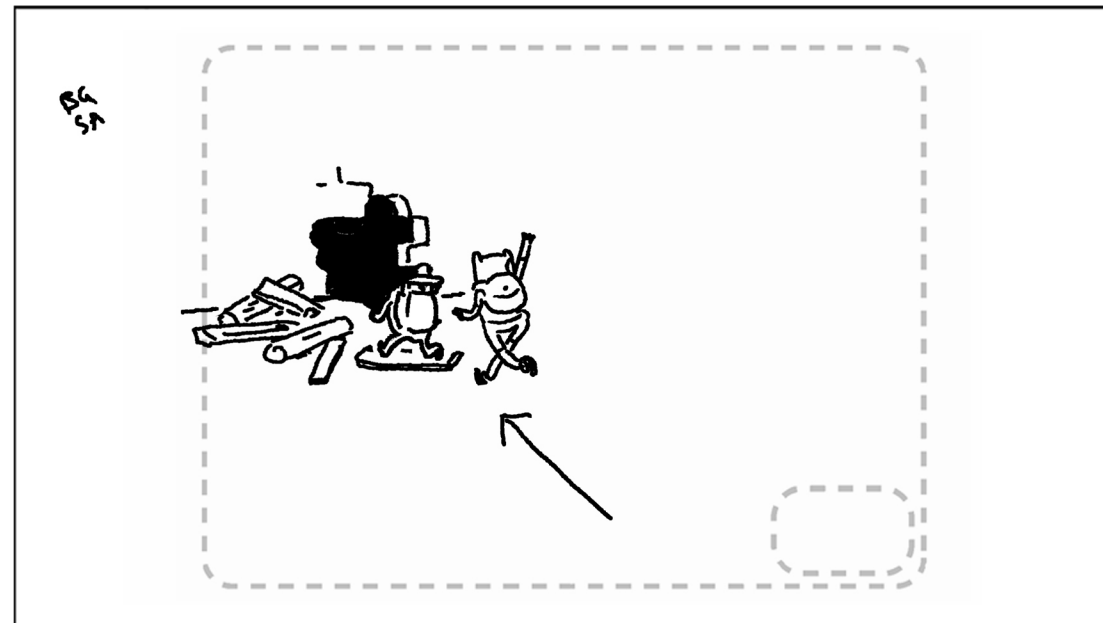


Sc. 73

Pnl. B

Bg.

day night



Dialog:

Ⓜ / OH COOL.

ⓔ / THANKS MAN!

Action:

Timing:

1014-115

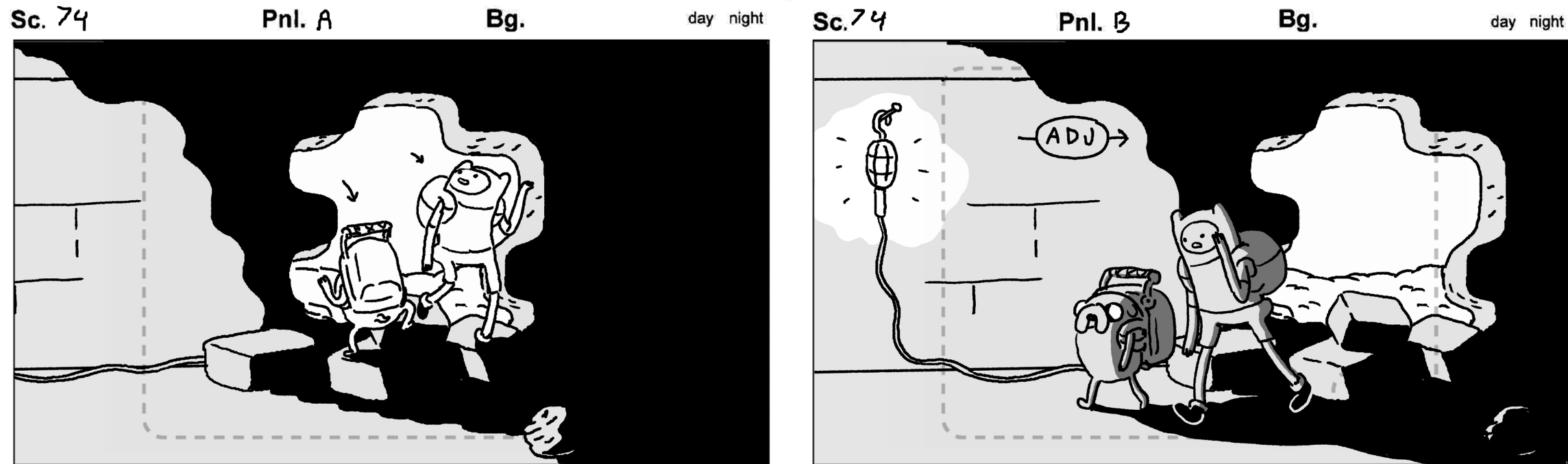
EPISODE #

Production :

# ADVENTURE TIME



Page 92



Dialog:	⑤ / YEAH THANKS MAN! ⑥ / (overlapped) YOU'RE ALRIGHT!	⑥ / (WHISPERY) I HATE LEMON JON.
Action:		
Timing:		

Production : 1014-115 EPISODE #

# ADVENTURE TIME



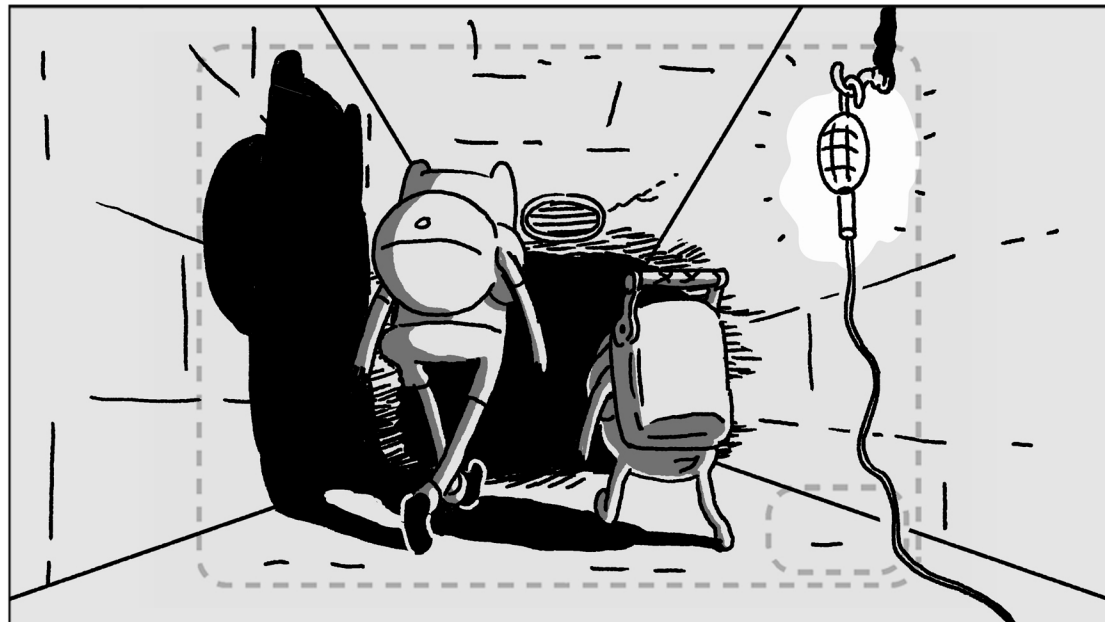
Page 93

Sc. 75

Pnl. A

Bg.

day night

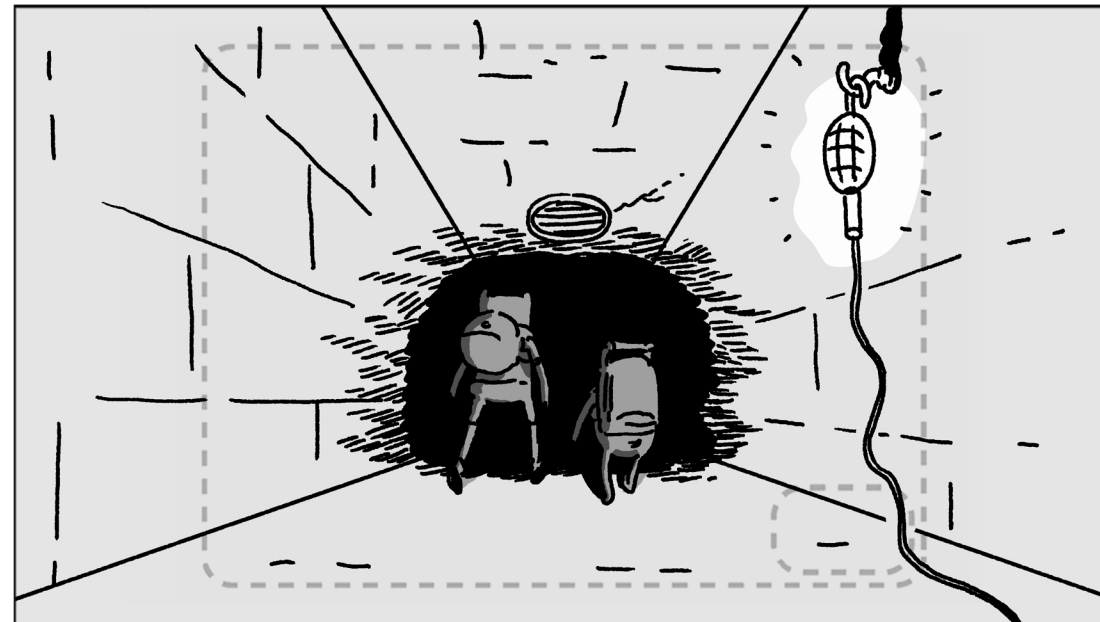


Sc. 75

Pnl. B

Bg.

day night



Dialog:

SFX / FOOTSTEPS, WITH DRIPS,  
AND BUZZING LIGHTS.

Action: WHOLE SEQUENCE (UP TO SC. )

LIT DIMLY BY HANGING WORK LAMPS,  
CASTING DRAMATIC BLACK SHADOWS.

BOYS WALK INTO THE DARK.

Timing:

1014-115

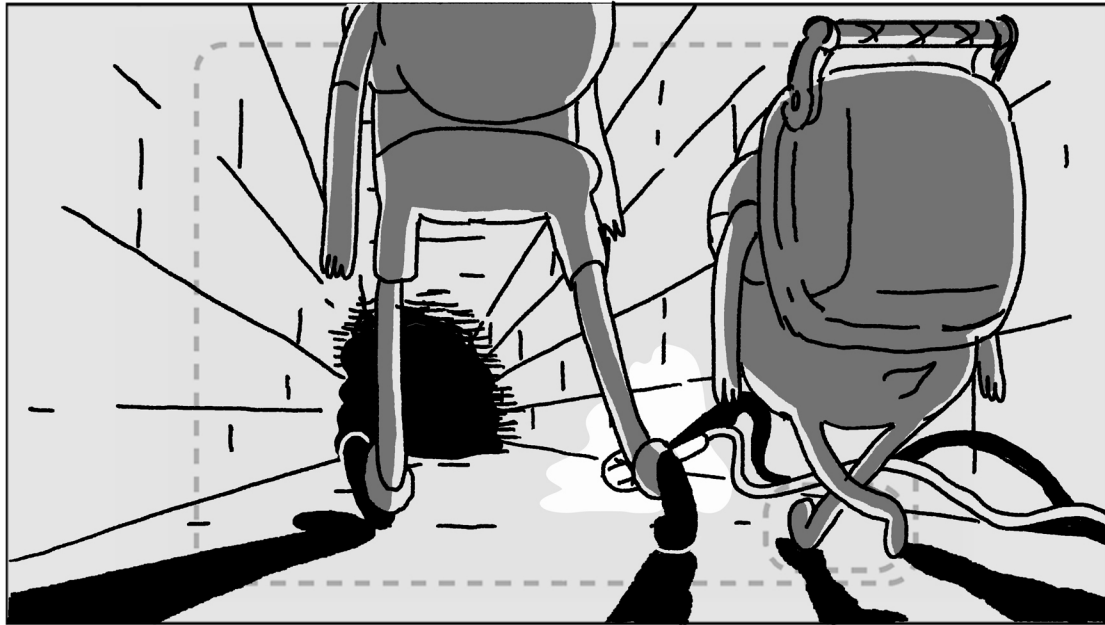
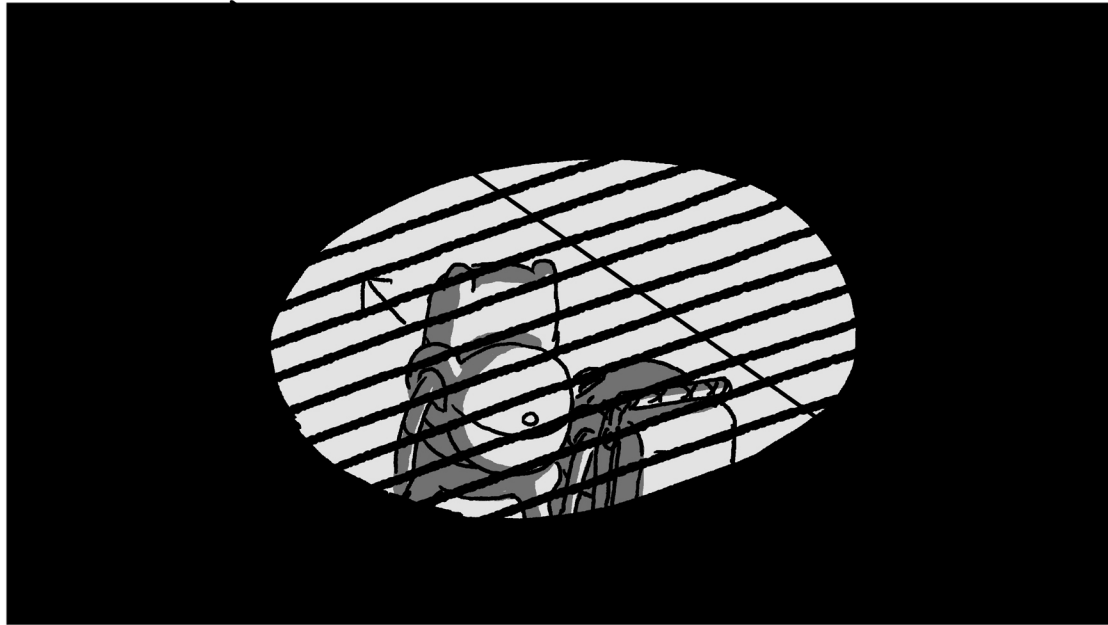
EPISODE #

Production :

# ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night Sc. 77 Pnl. A Bg. day night



Dialog:	
Action:	(P.O.V. OF SOMETHING LOOKING DOWN FROM GRATE)
Timing:	



# ADVENTURE TIME

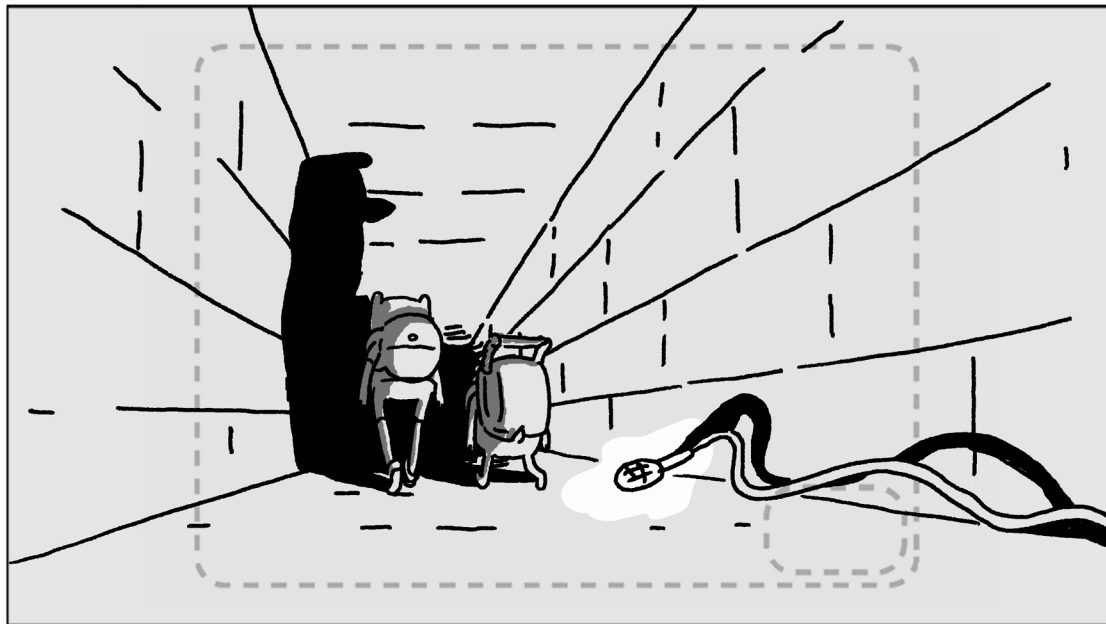


Sc. 77

Pnl. B

Bg.

day night

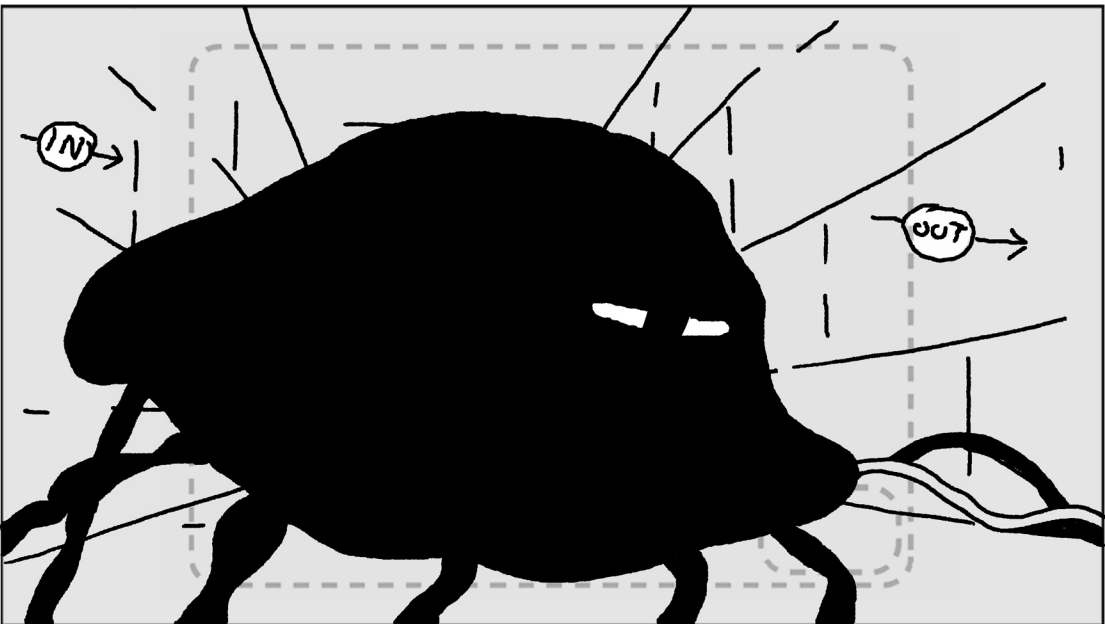


Sc. 77

Pnl. C

Bg.

day night



Dialog:

Action:

SHADOW SHOOTS PAST  
CAMERA

Timing:

1014-115

EPISODE #

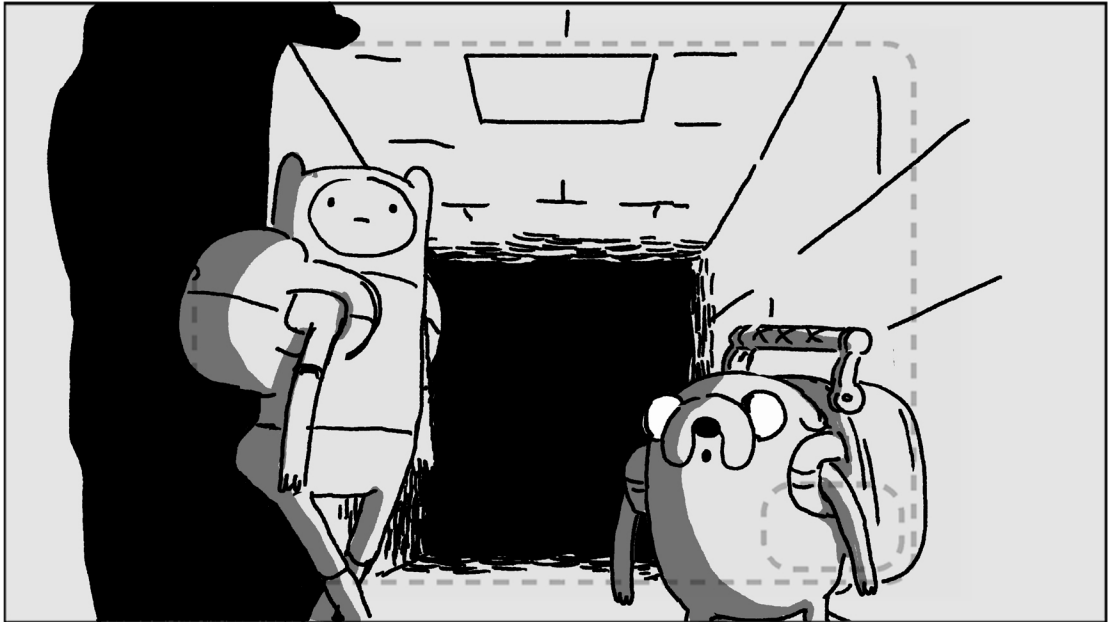
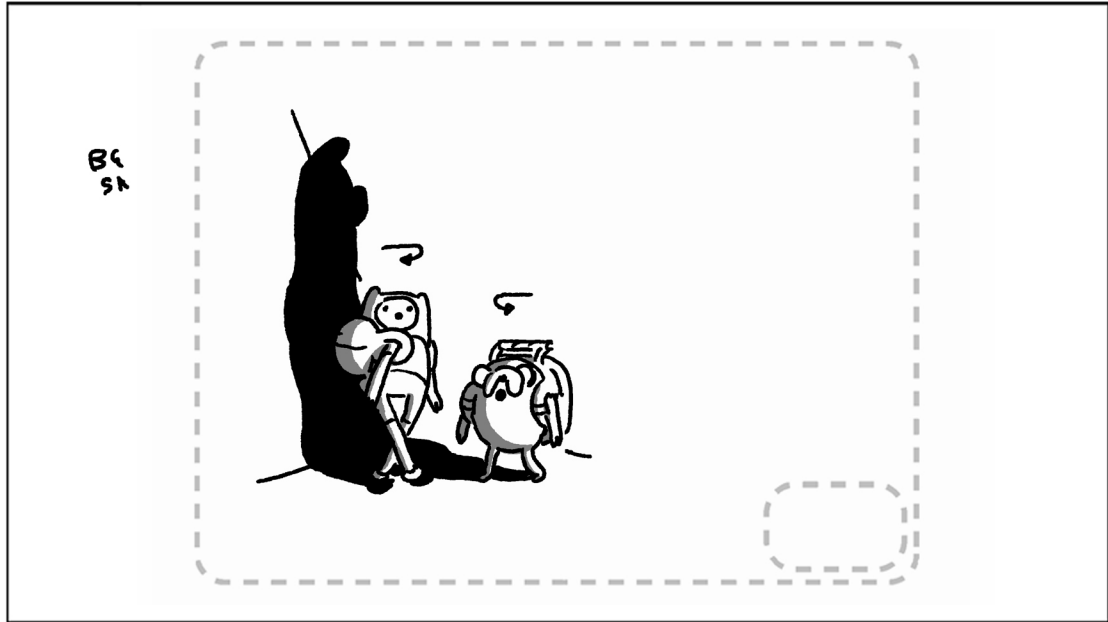
Production :

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# ADVENTURE TIME



Sc. 77 Pnl. D Bg. day night Sc. 78 Pnl. A Bg. day night



Dialog:
Action: F + J WHIP AROUND
Timing:

EPISODE # 1014-115  
Production :



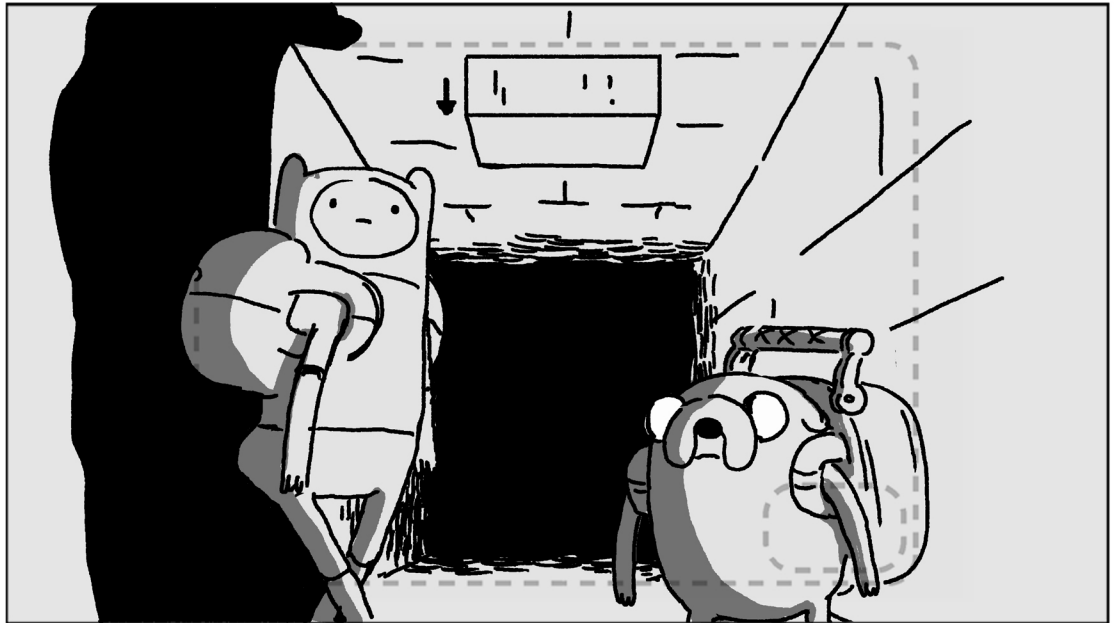
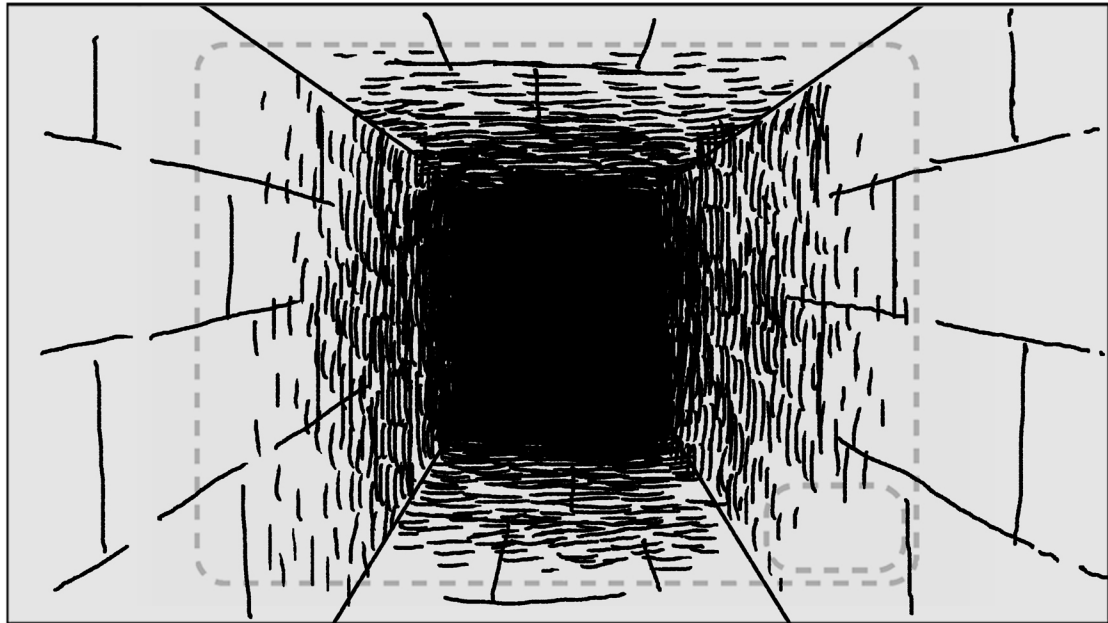
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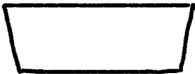
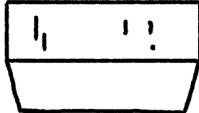
# ADVENTURE TIME



Page **97**

Sc. 79                      Pnl. A                      Bg.                      day   night                      Sc. 80                      Pnl. A                      Bg.                      day   night



Dialog:	⑦ / HMM!
Action:	1  2  BRICK SLIDES OUT SLOW.
Timing:	

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



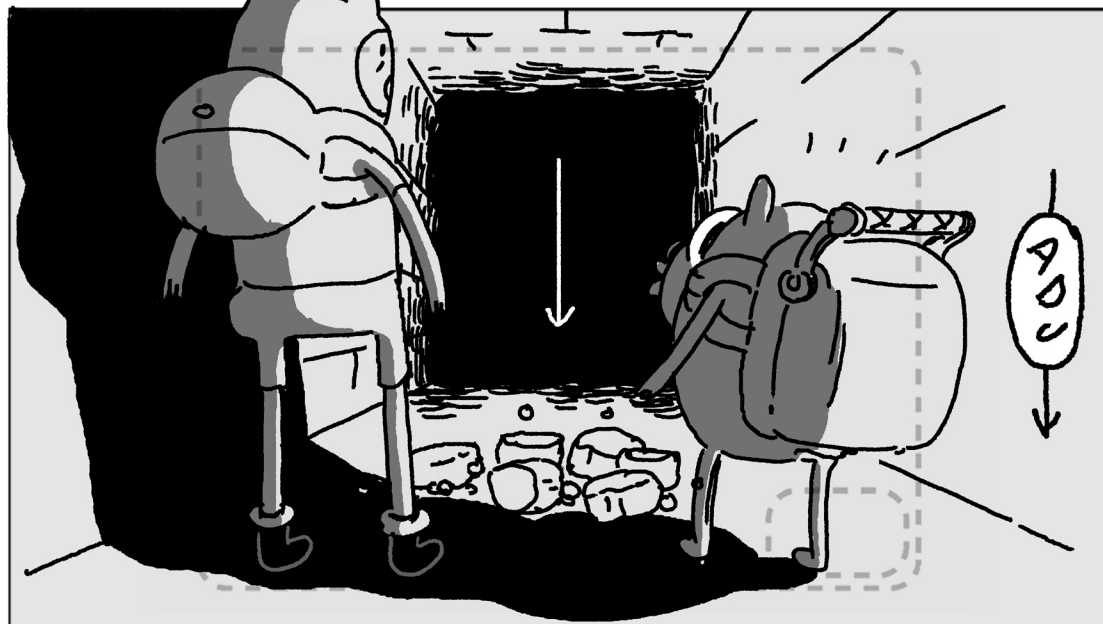
Page 98

Sc. 80

Pnl. B

Bg.

day night

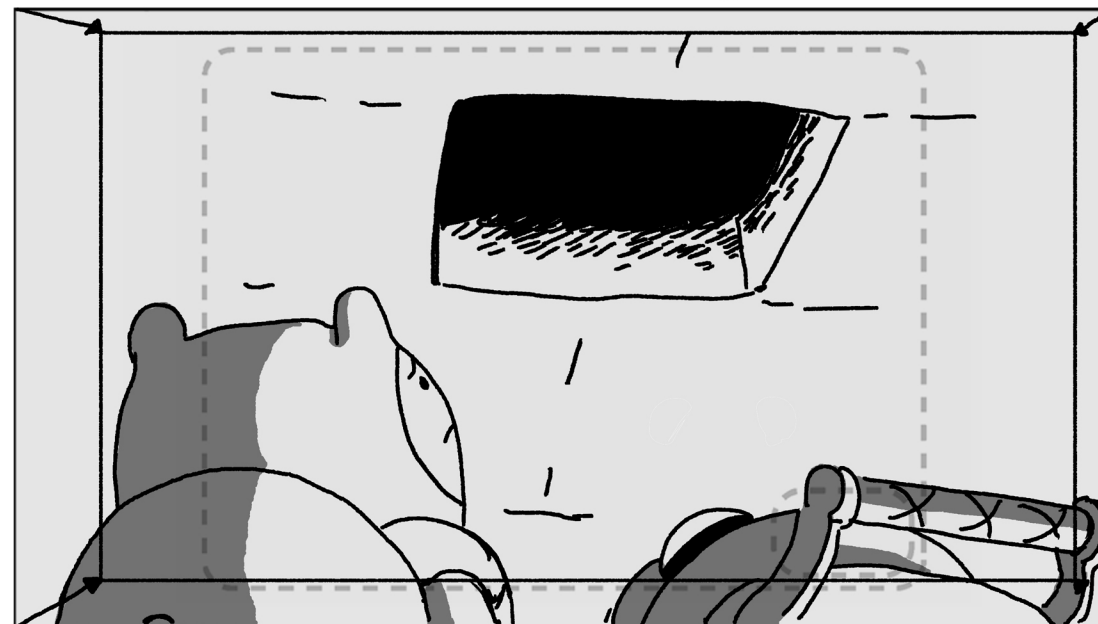


Sc. 81

Pnl. A

Bg.

day night



Dialog:

Action:

BRICK SMASHES THEN CAMERA  
ADJUSTS. FINN + JAKE WHIP  
BACK AROUND.

Timing:

SFX : RUSHING AIR, LIKE  
IT'S THE DEEPEST HOLE :

(SLOW, SUBTLE  
ZOOM.)

STARTING  
POS.

1014-115

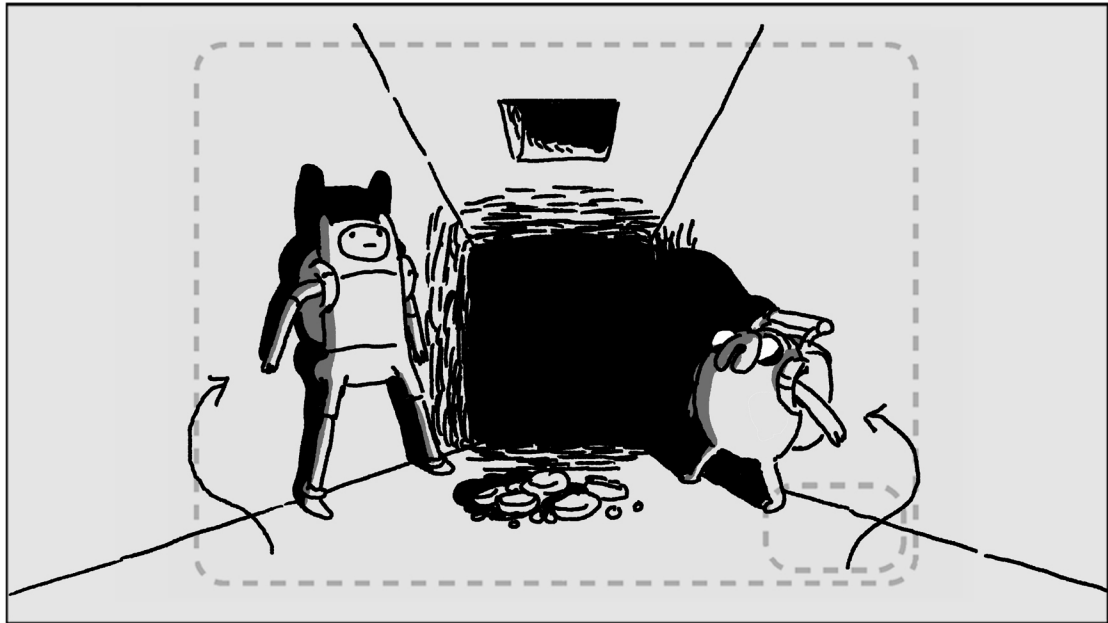
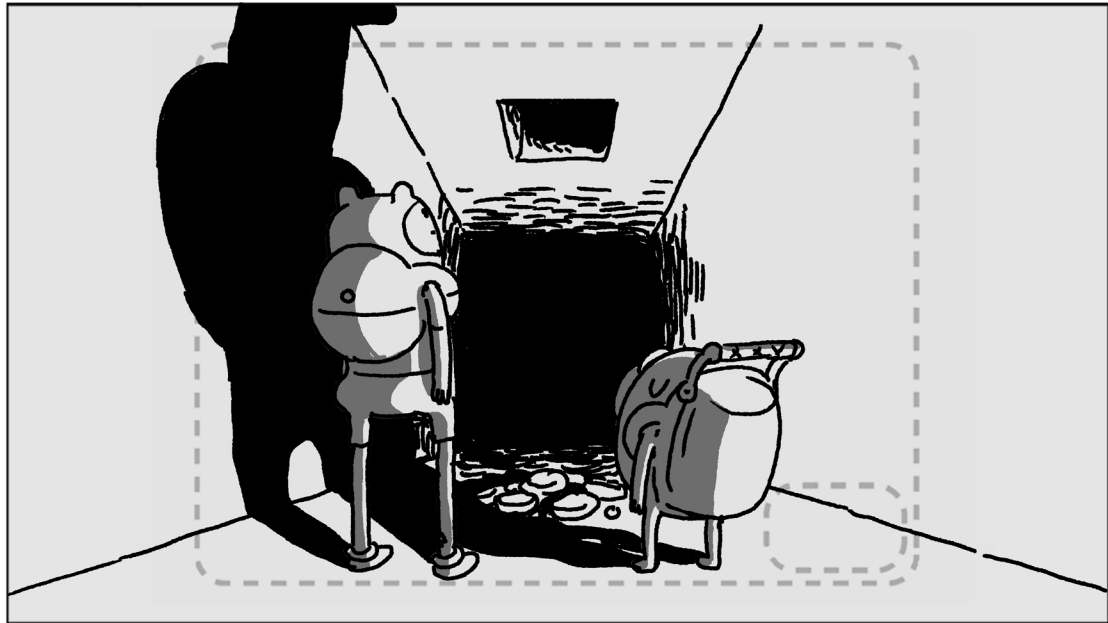
EPISODE #



Production :

# ADVENTURE TIME



Sc. 82      Pnl. A      Bg.      day night      Sc. 82      Pnl. B      Bg.      day night



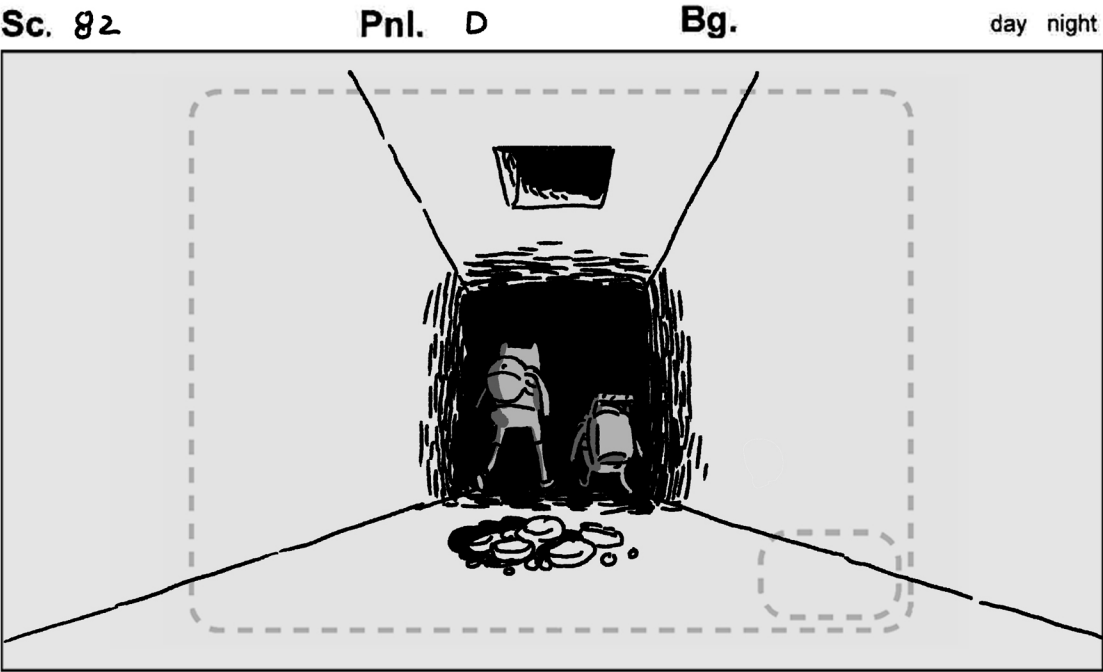
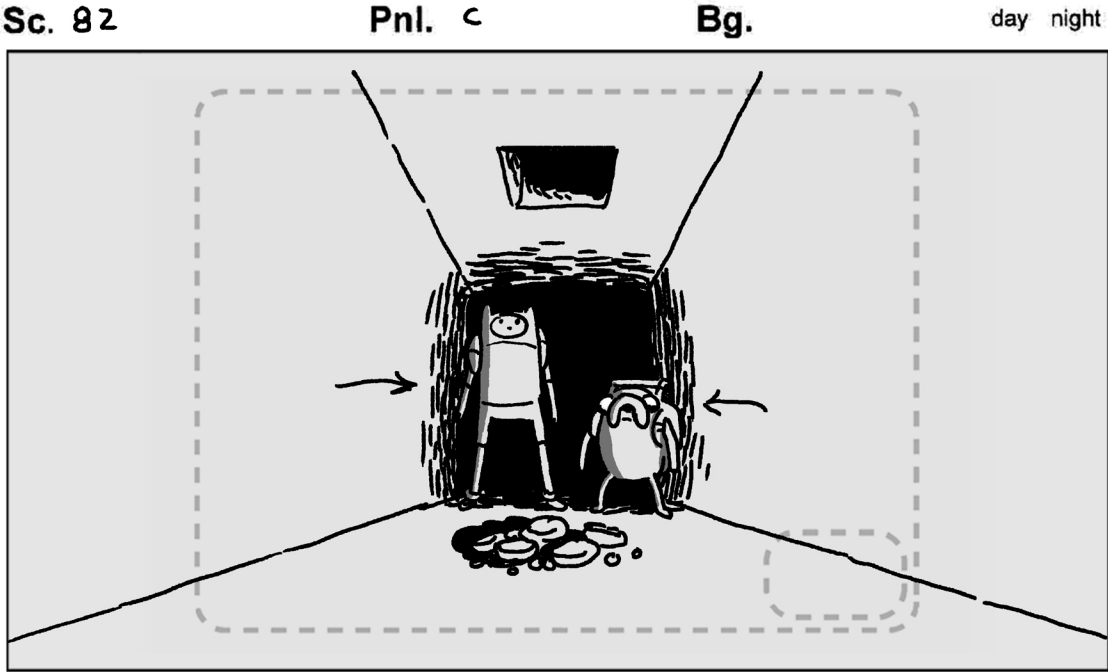
Dialog:		
Action:	JAKE COUGHS ABA	SCOOTCHING ALONG WALLS.
Timing:	A  B 	

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# ADVENTURE TIME



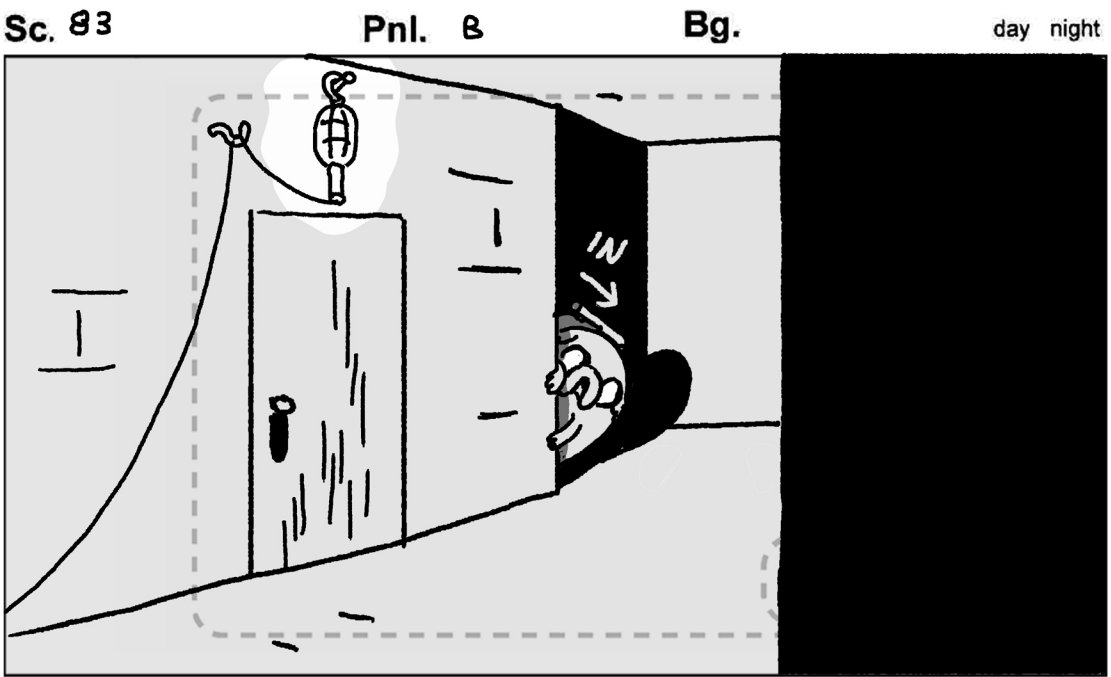
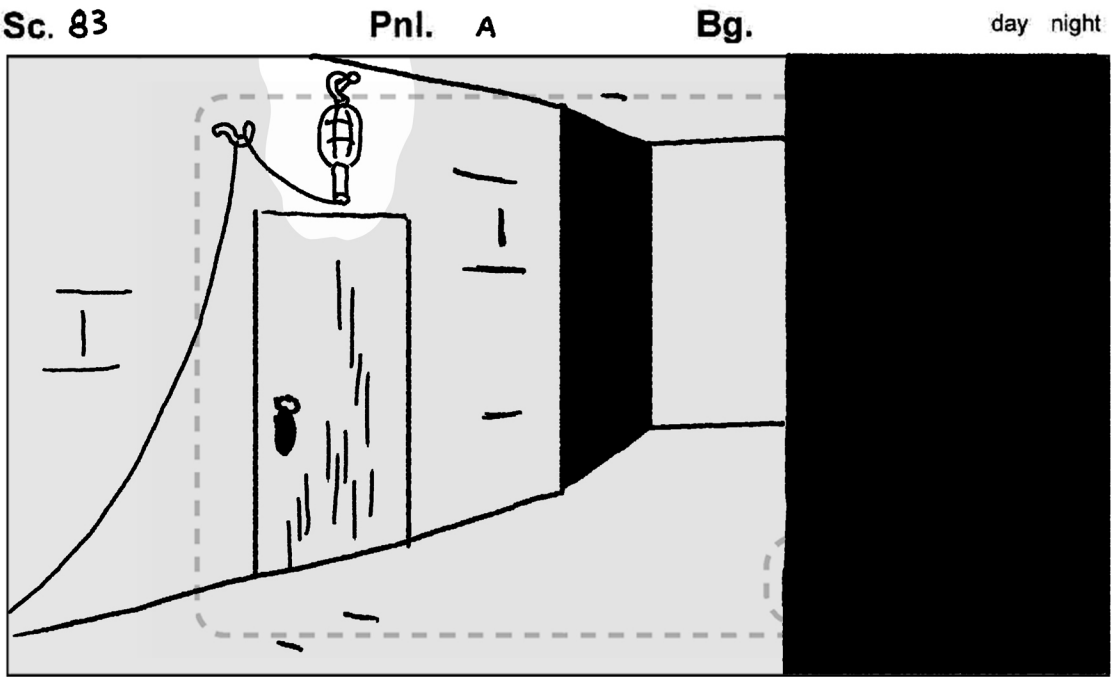
Page 100



Dialog:	
Action:	INTO THE SHADOWS.
Timing:	

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



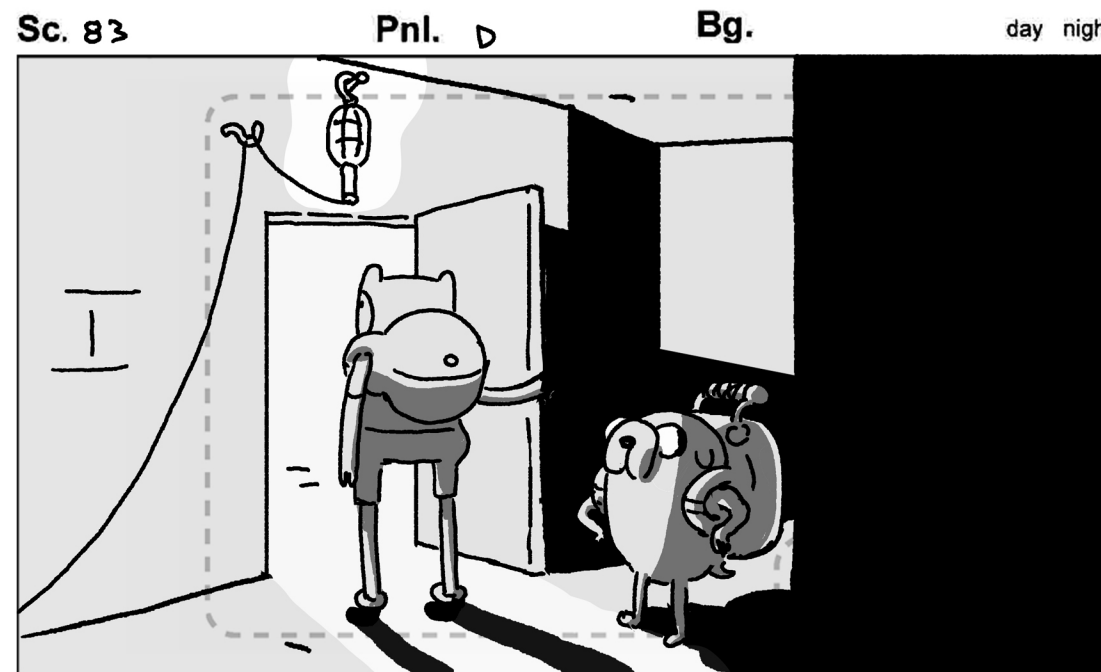
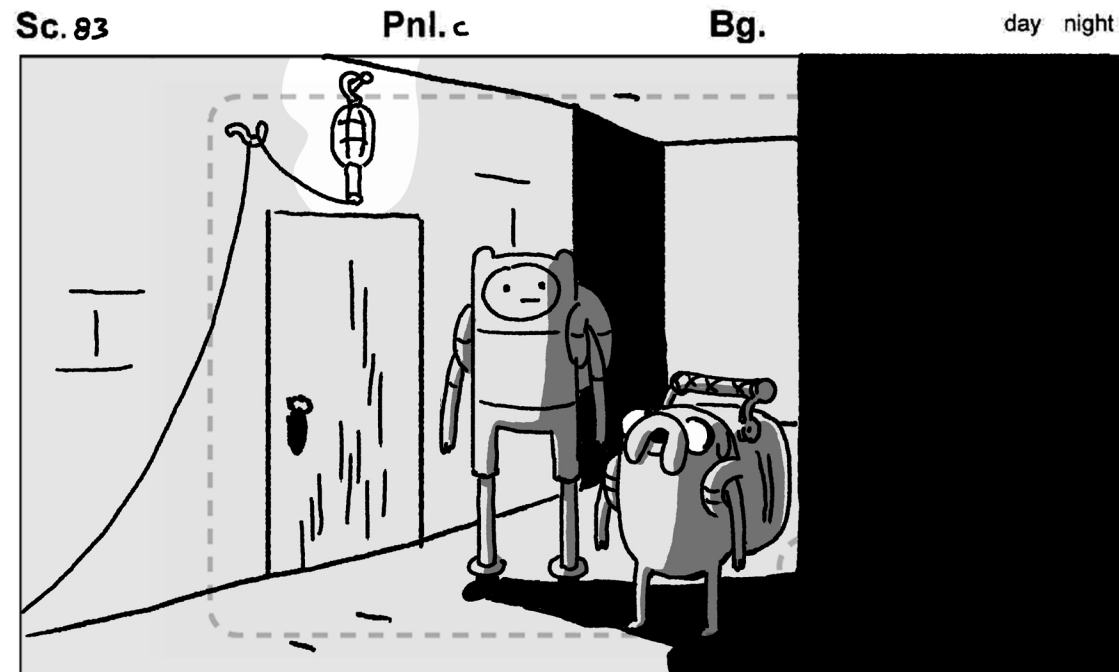
Dialog:	SFX/ DISTANT WATER RUSHING
Action:	
Timing:	

ROUNDS CORNER.

# ADVENTURE TIME



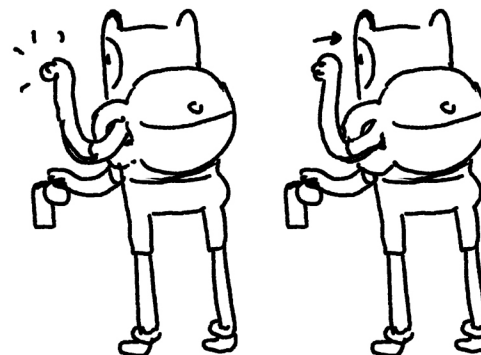
Page 102



Dialog:

Action:

Timing:



FINN KNOCKS TWICE,  
OPENS DOOR.

1014-115

EPISODE #

Production :

# ADVENTURE TIME



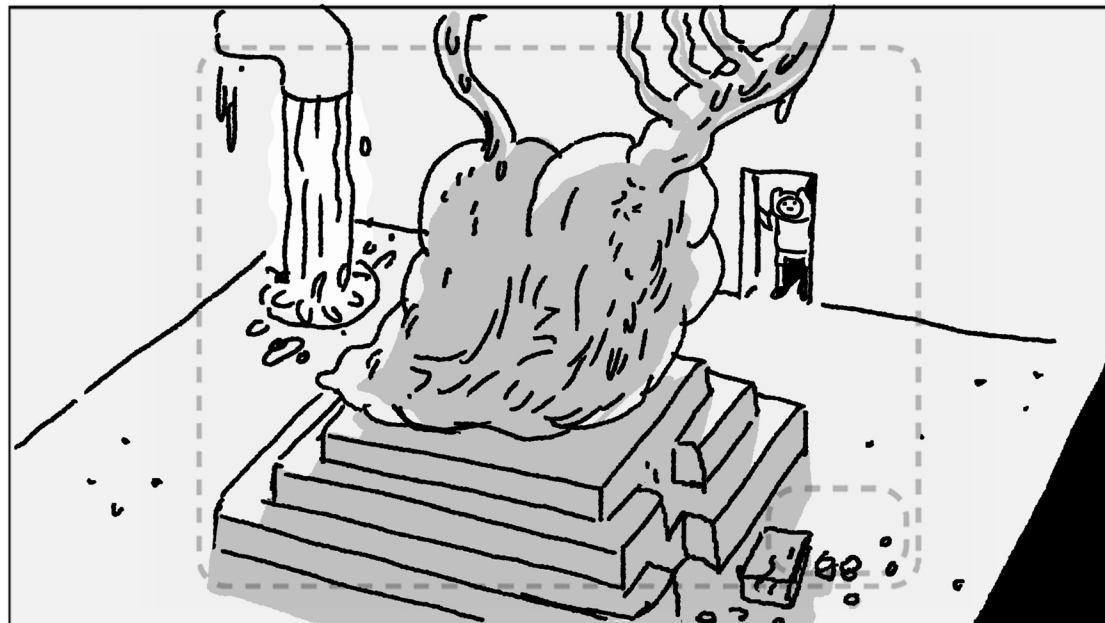
Page 103

Sc. 84

Pnl. A

Bg.

day night

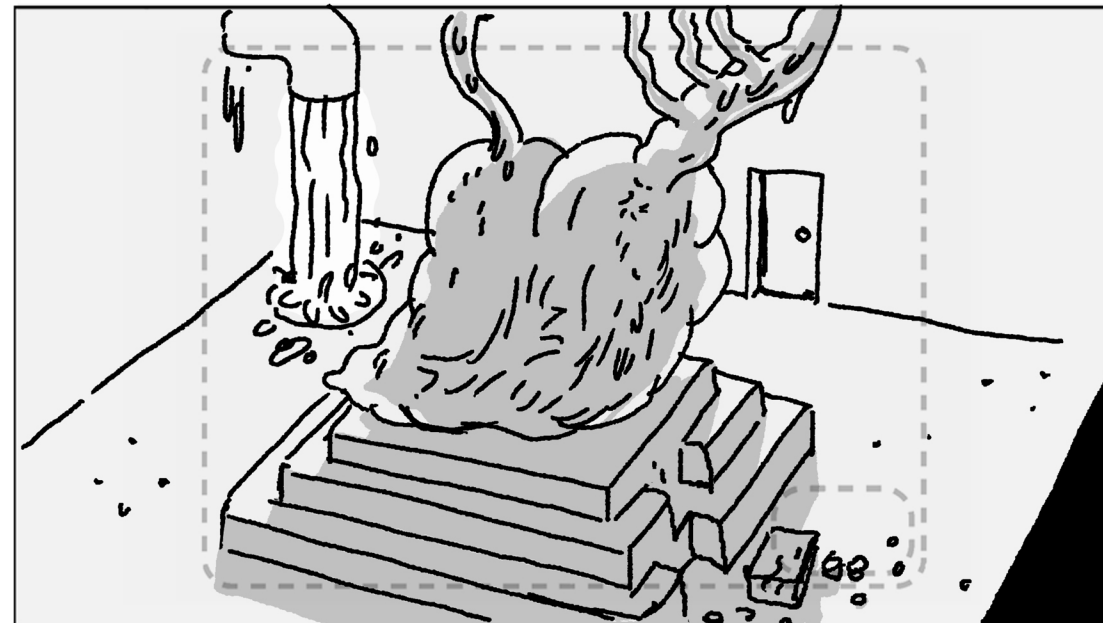


Sc. 84

Pnl. B

Bg.

day night



Dialog:

(F) / LEMONGRABS?

SFX / ≡ RUSHING WATER ≡

Action:

ROOM IS FILLED WITH THE EERIE  
COLOURED GLOW FROM THE FLUID.

CLOSES DOOR.

Timing:

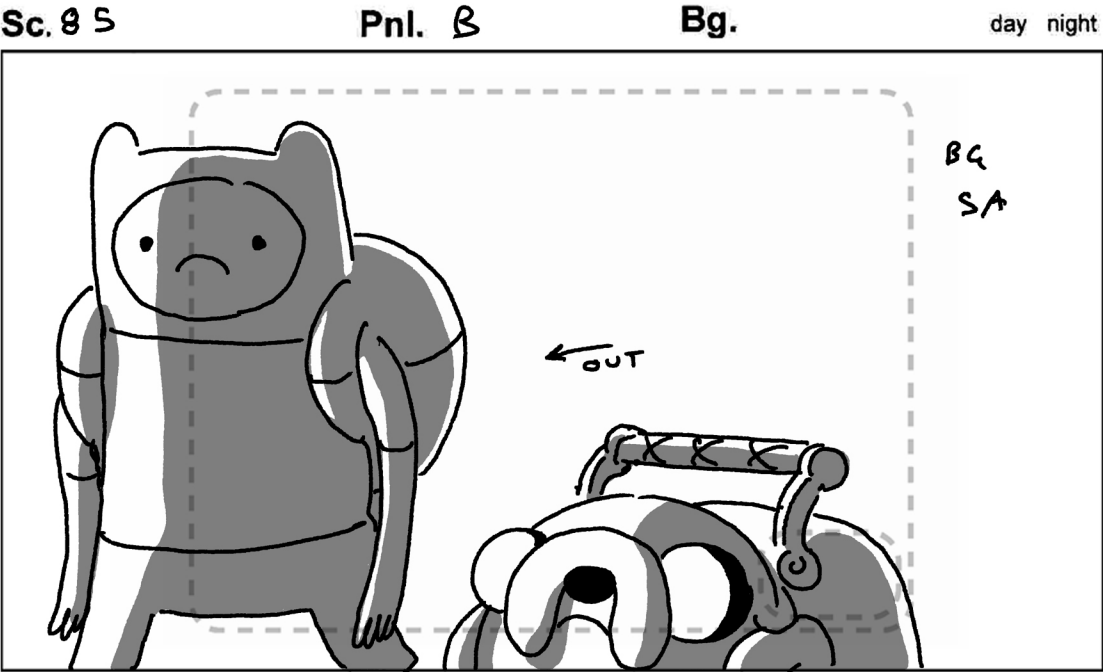
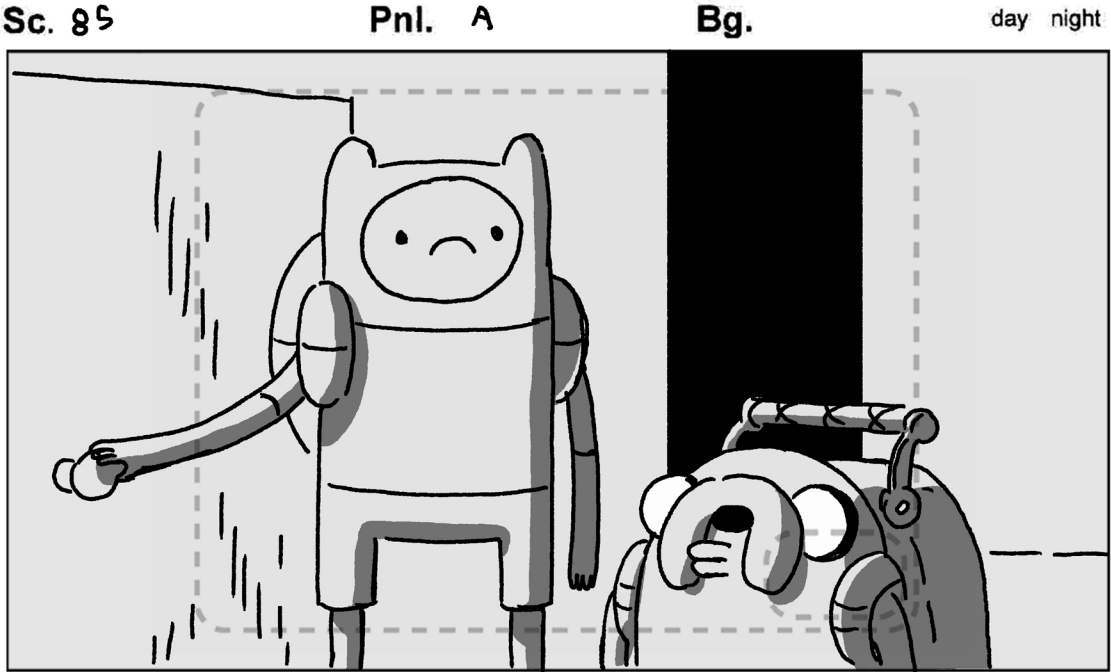
1014-115

EPISODE #

Production :

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# ADVENTURE TIME

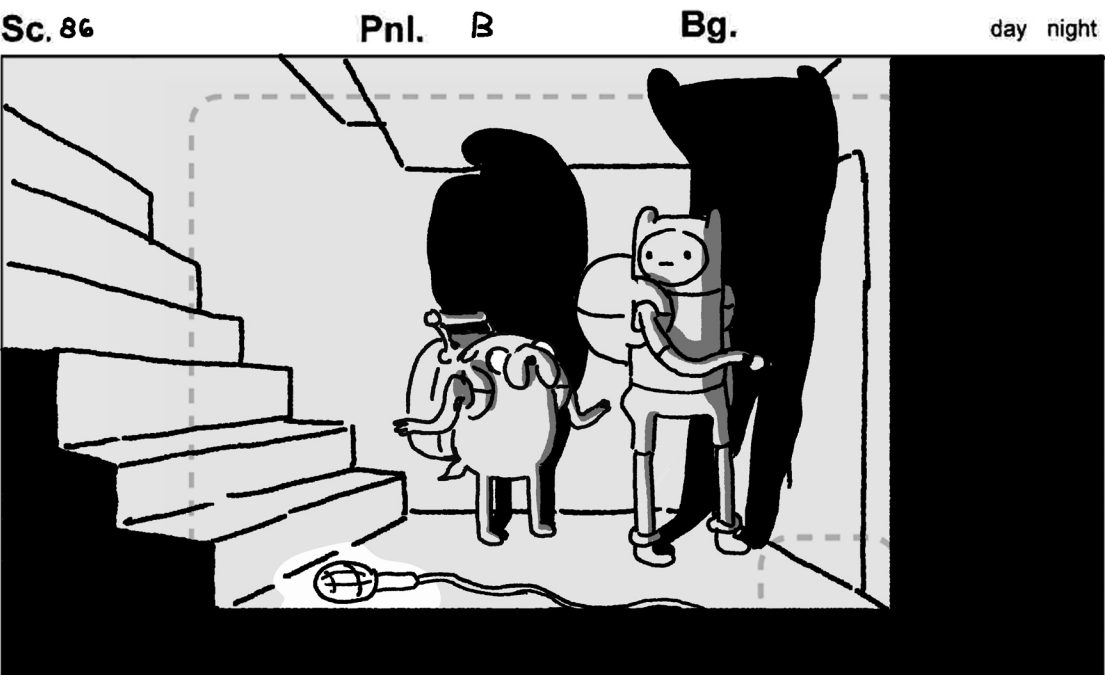
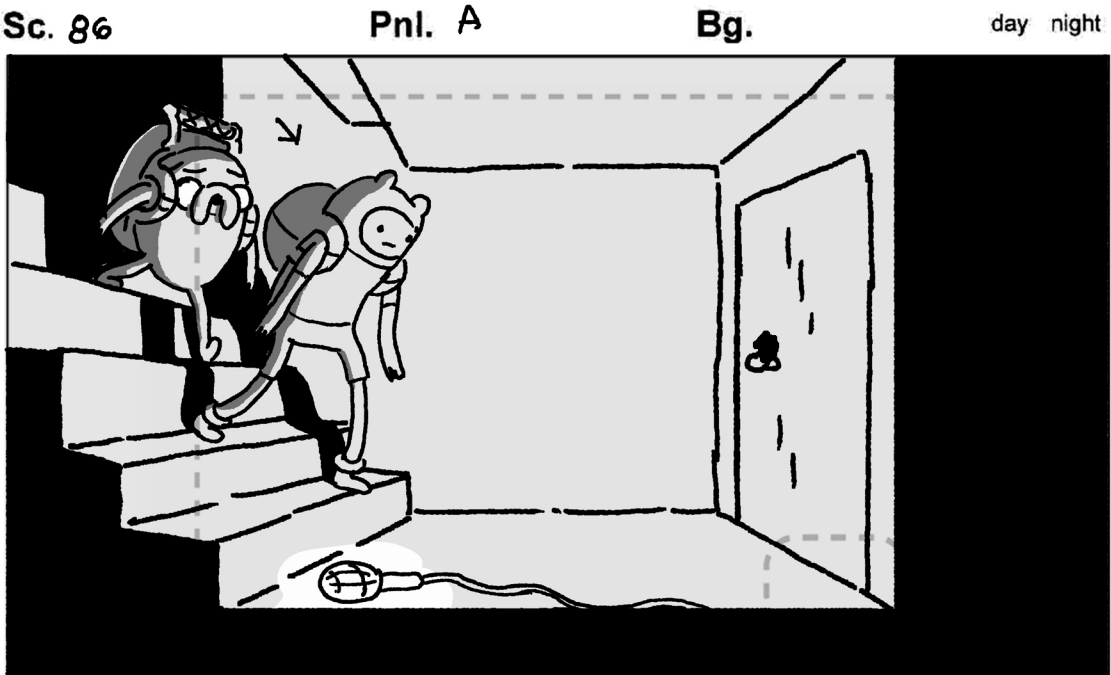




Dialog:
J / HMM.
Action:
Timing:



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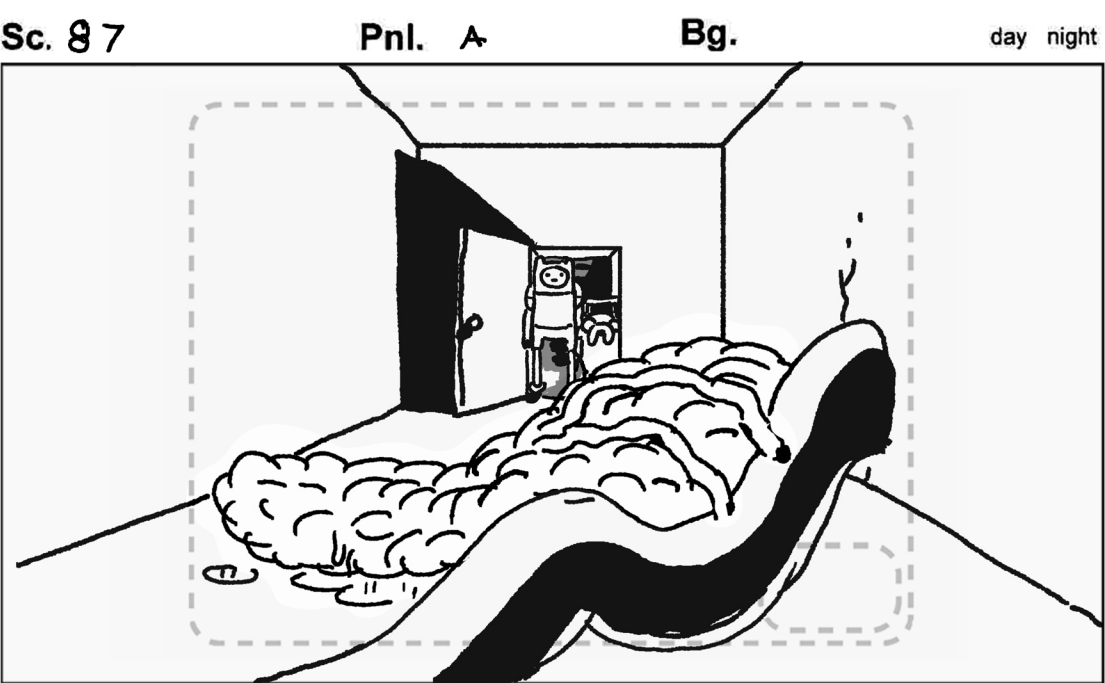
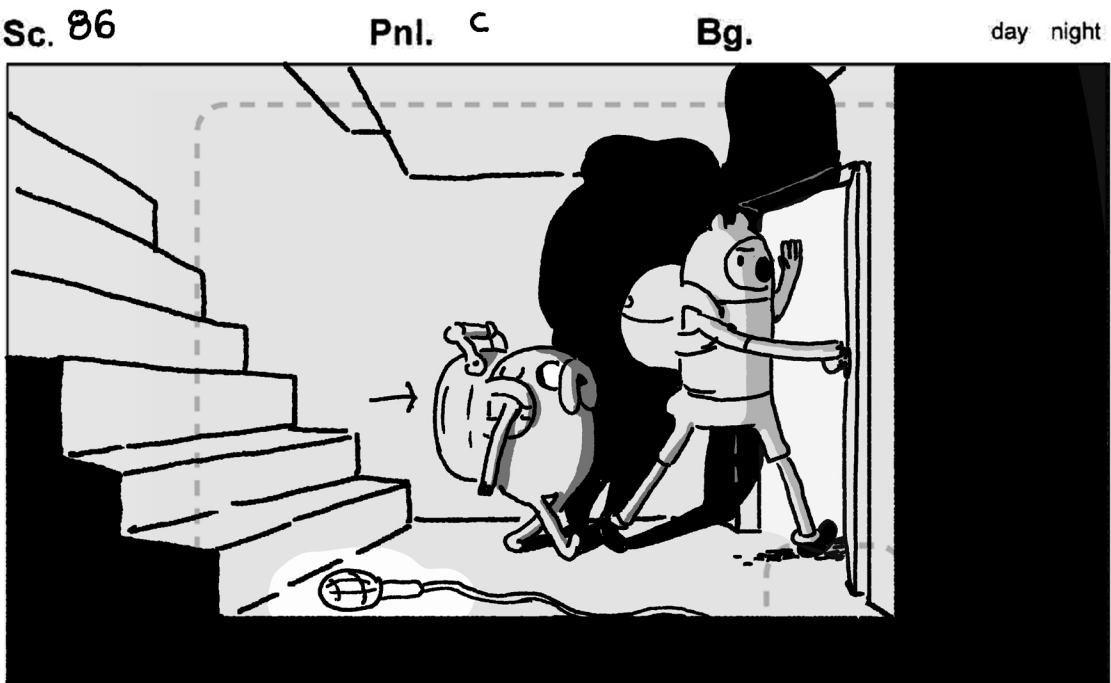
# ADVENTURE TIME



Dialog:	
Action:	  J. SHRUGS A B A
Timing:	

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ADVENTURE TIME



Dialog:  
①/ Yo LEMON WIPES!

Action:  
FINN OPENS DOOR  
(FINN'S SHADOW LIGHTENS AS HE WALKS TOWARDS A LESS DIM ROOM?)

Timing:

GLOWING PANCREAS.  
(PULSING POSITIONS FOLLOWING PAGE)

EPISODE # 1014-115  
Production :

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# ADVENTURE TIME

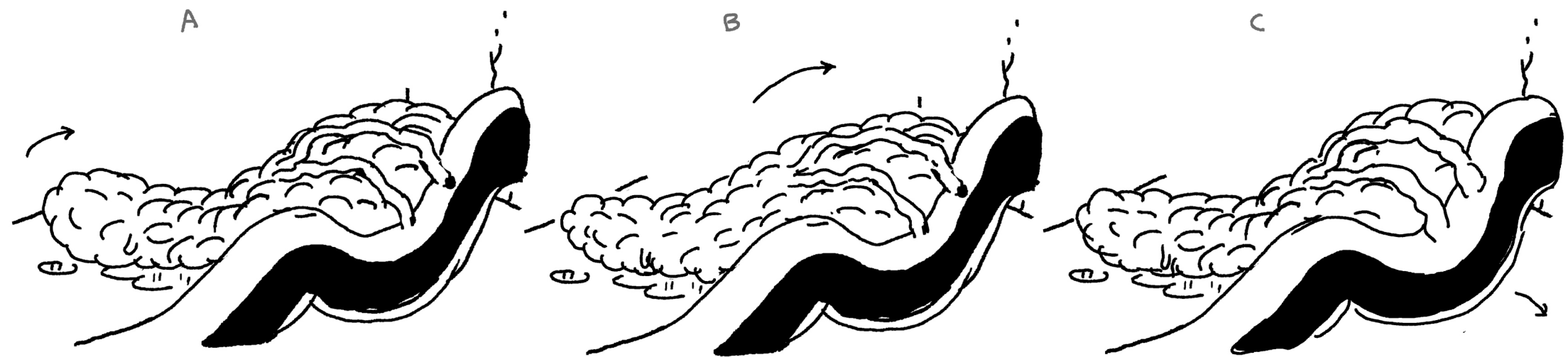


Sc. 87

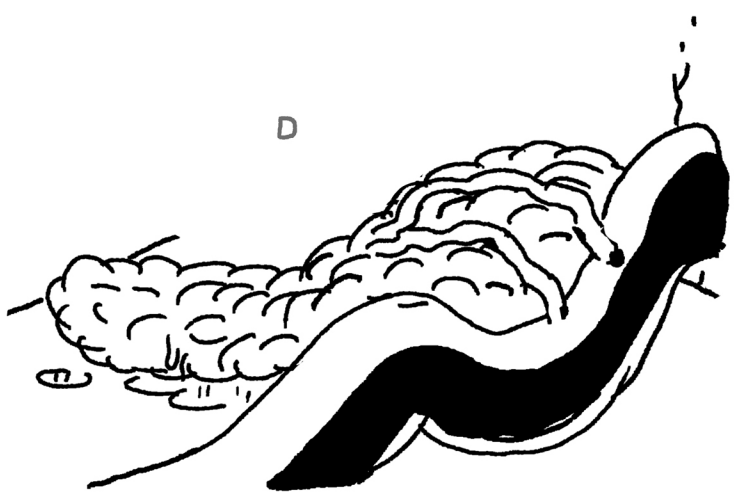
Pnl. 3

Bg.

day night



Dialog:	
Action:	GLOWING PANCREAS PUMPING CYCLE. (RESTING POSITION) →
Timing:	



EPISODE # 1014-115  
Production :

# ADVENTURE TIME



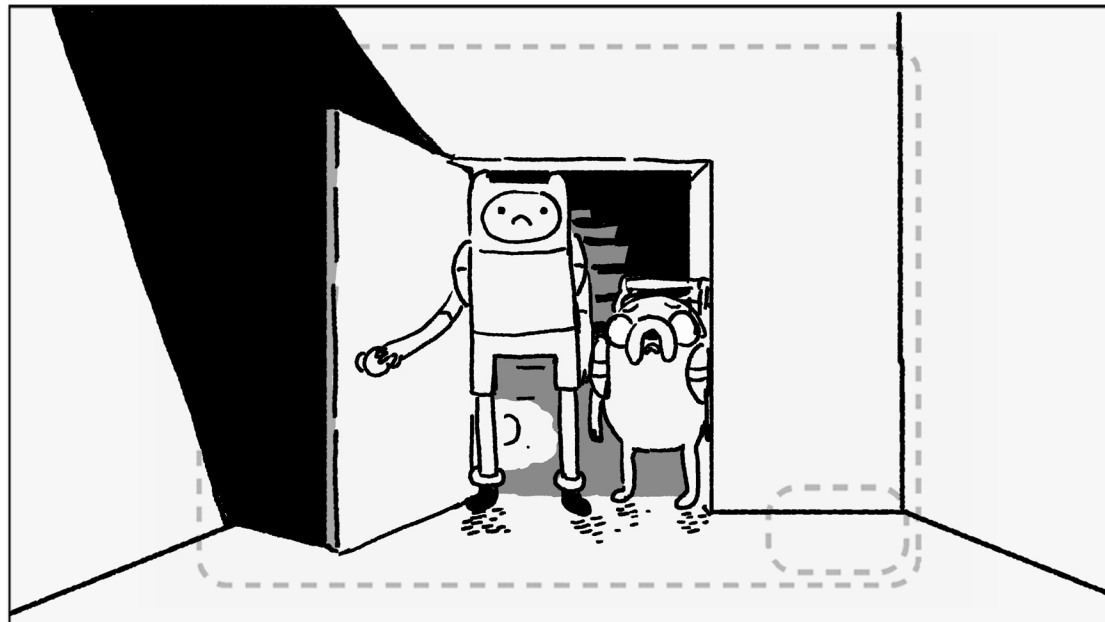
Page 108

Sc. 88

Pnl. A

Bg.

day night

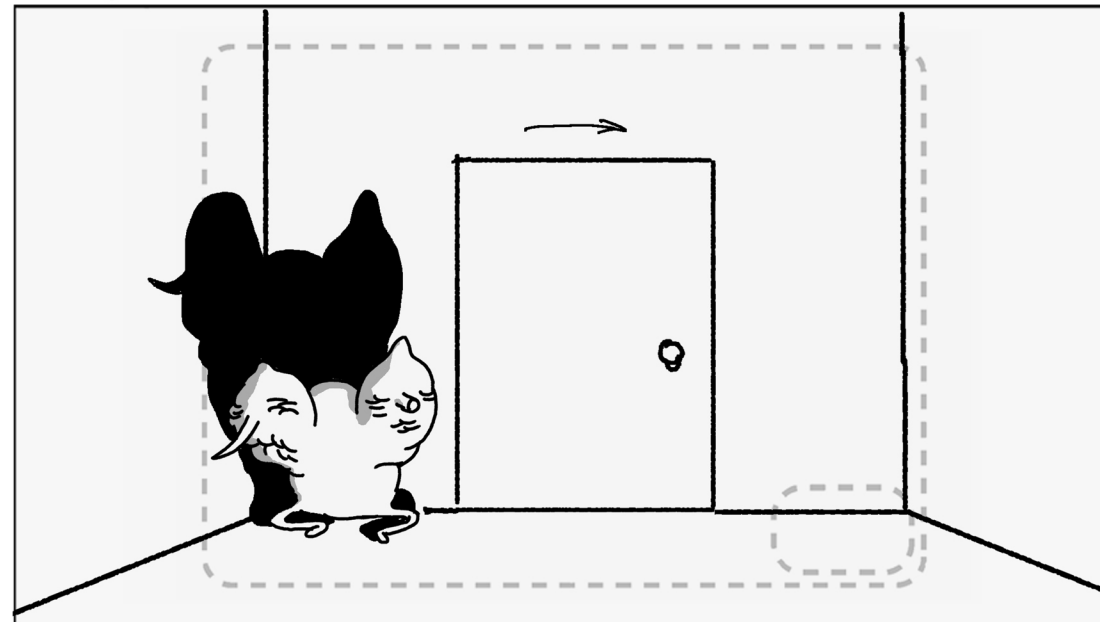


Sc. 88

Pnl. B

Bg.

day night



Dialog:

⑤/ EUCH. SMELLS LIKE  
AN UNDER-BUTT.

Action:

Timing:



CLOSE  
DOOR.

STARTS SHAKIN' LIKE  
A RATTLE

1014-115

EPISODE #

Production :

# ADVENTURE TIME



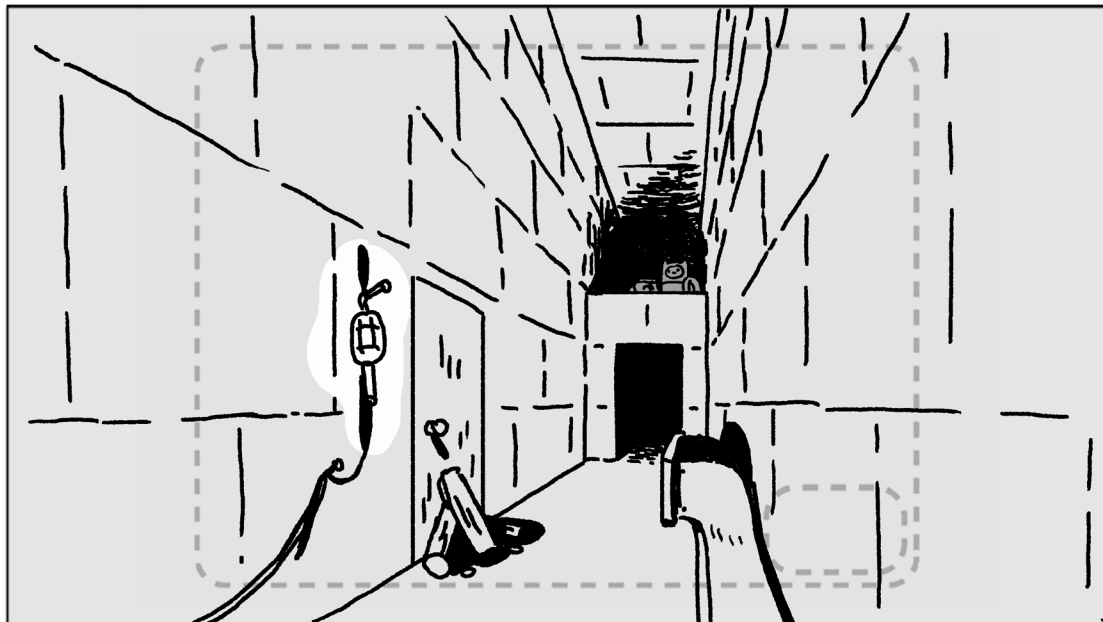
Page 109

Sc. 89

Pnl. A

Bg.

day night

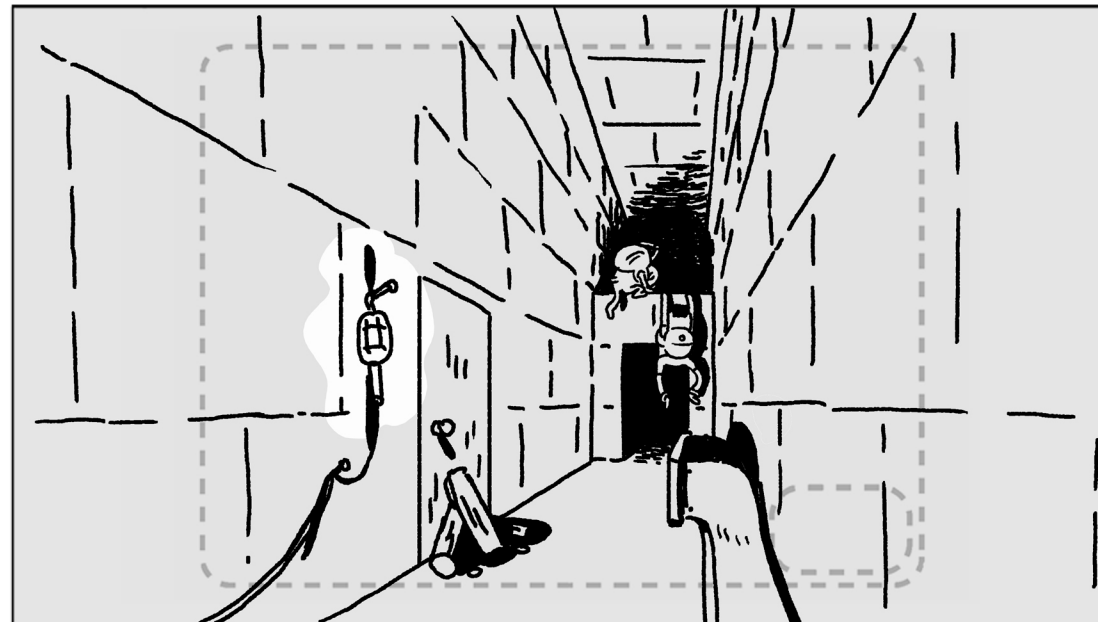


Sc. 89

Pnl. B

Bg.

day night



Dialog:

Action:

WALKING DOWN UPPER HALLWAY ...

... CLIMBING OVER EDGE.

Timing:

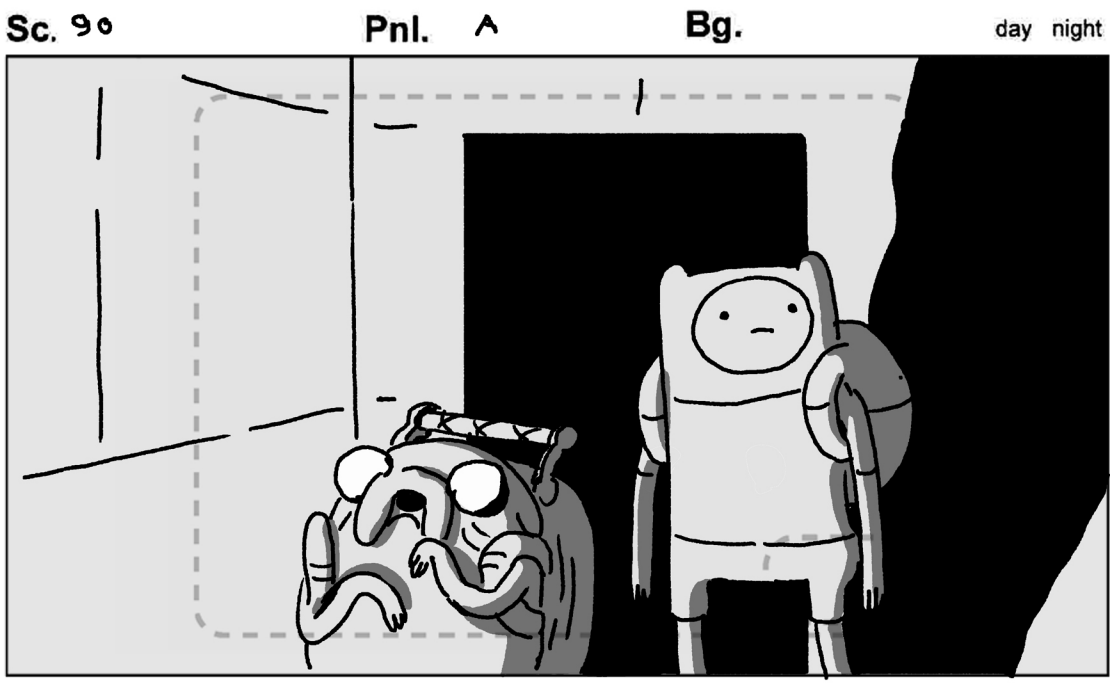
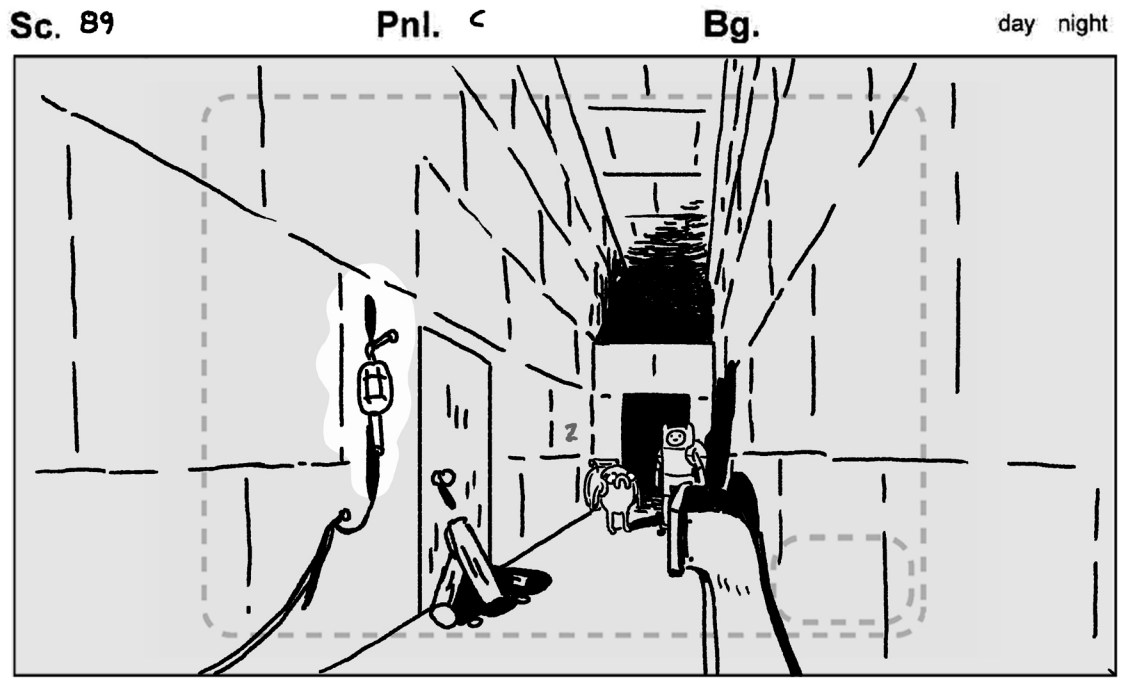
1014-115

EPISODE #

Production :

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# ADVENTURE TIME



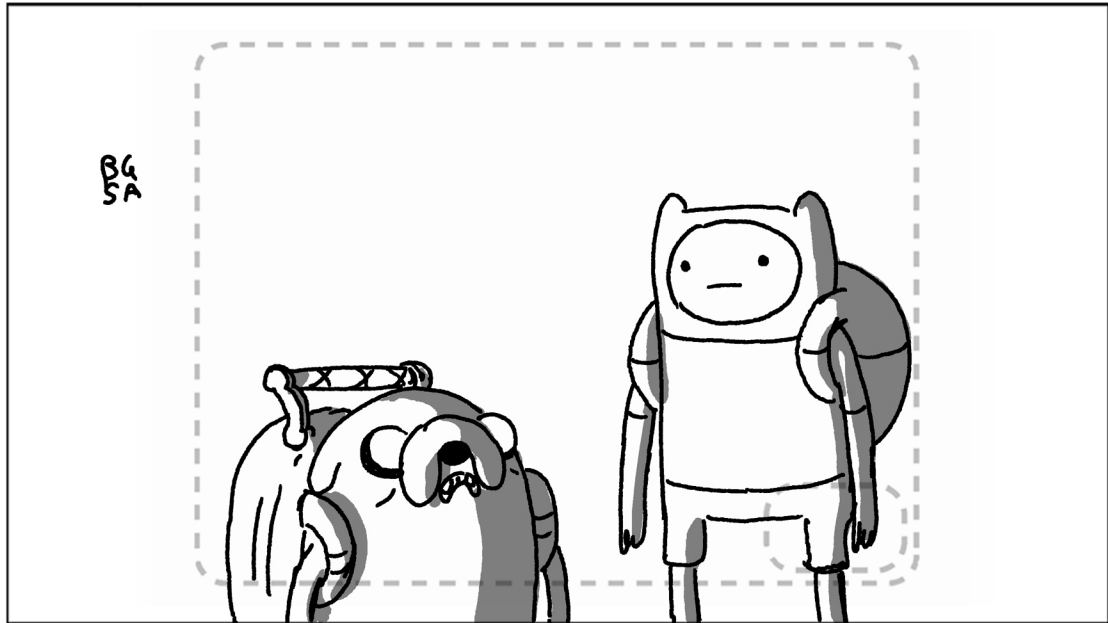
Dialog:	
(SFX) / TERRIBLE SCUTTling, AND CLATTERING	
Action:	<p>↓ ↓</p> <p>DROP TO THE FLOOR → 1</p>
Timing:	

1014-115 EPISODE # Production :

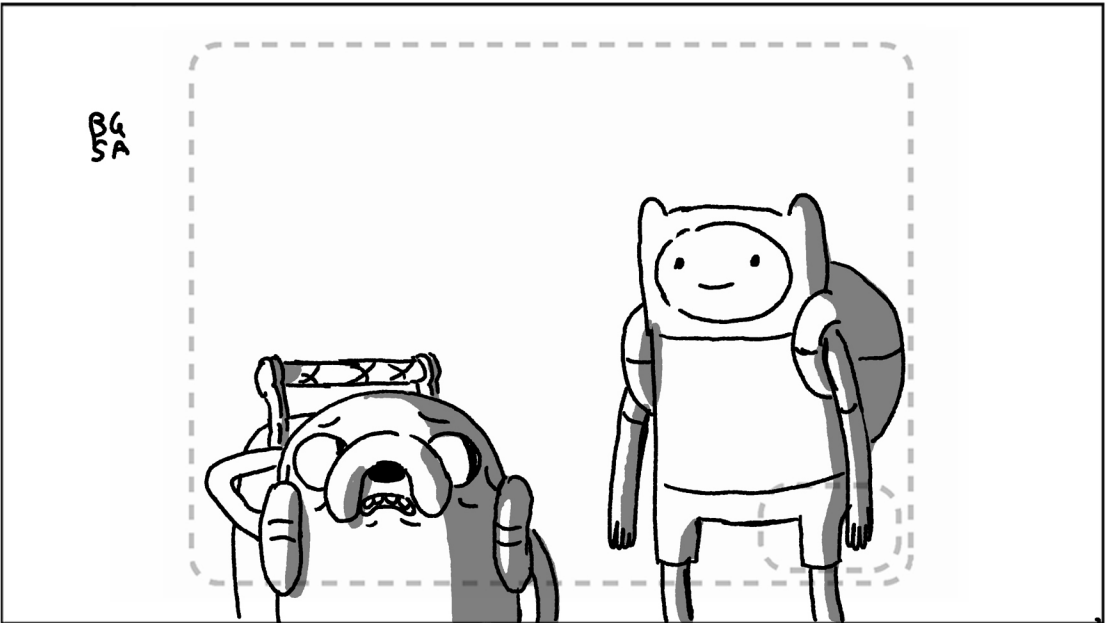
# ADVENTURE TIME



Sc. 90 Pnl. β Bg. day night



Sc. 90 Pnl. c Bg. day night



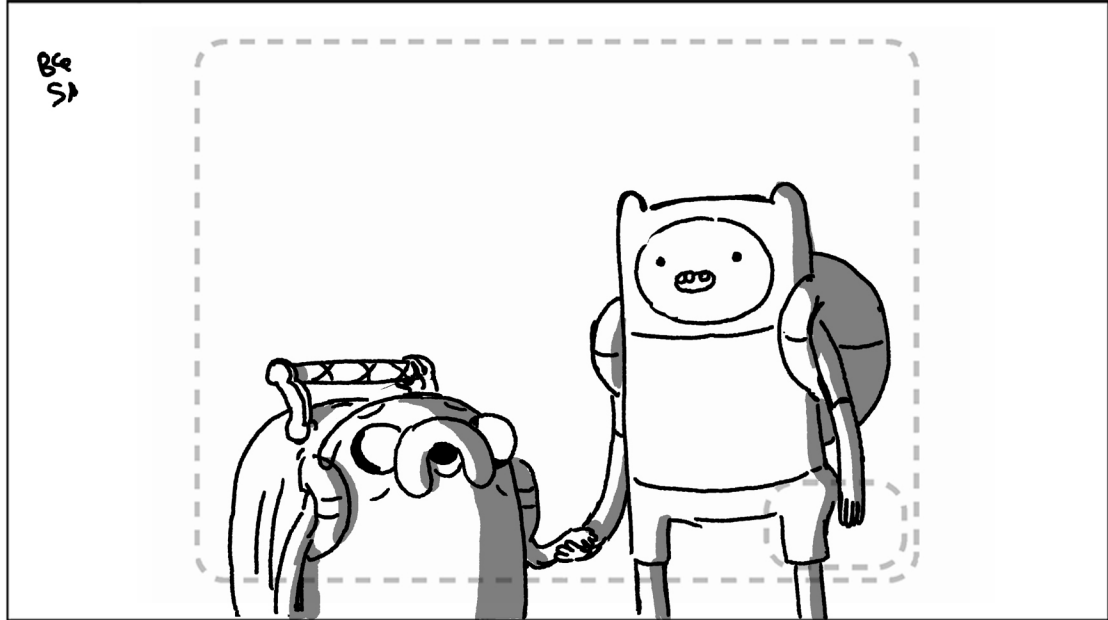
Dialog:	⑤/ UH... MAYBE WE SHOULD HOLD HANDS...	⑤/ FOR SAFETY.
Action:		
Timing:		

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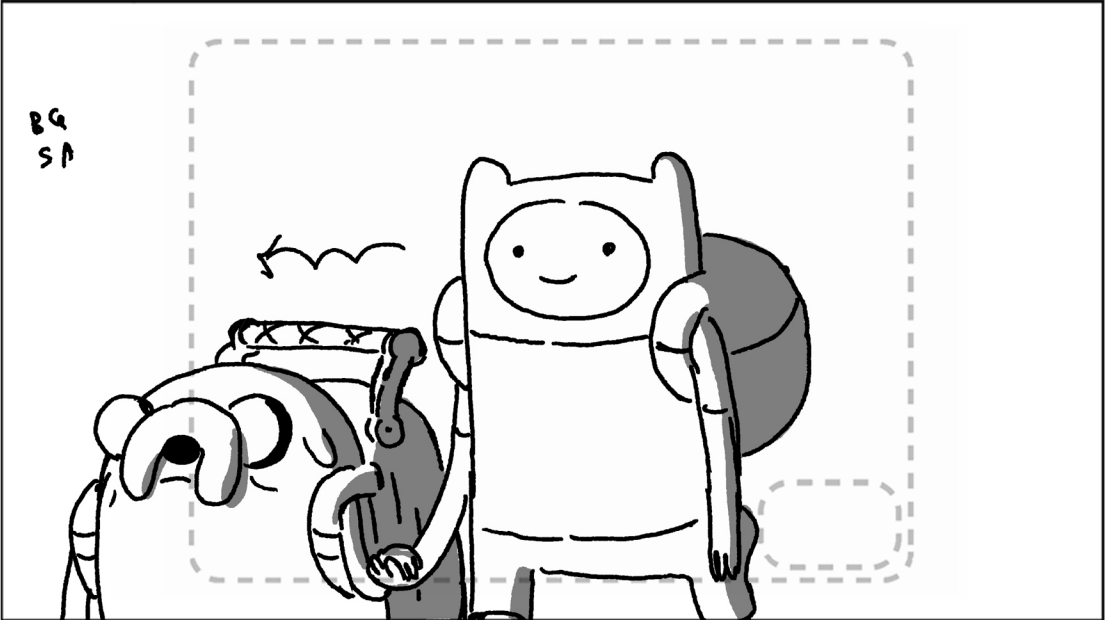
# ADVENTURE TIME



Sc. 90 Pnl. D Bg. day night



Sc. 90 Pnl. E Bg. day night

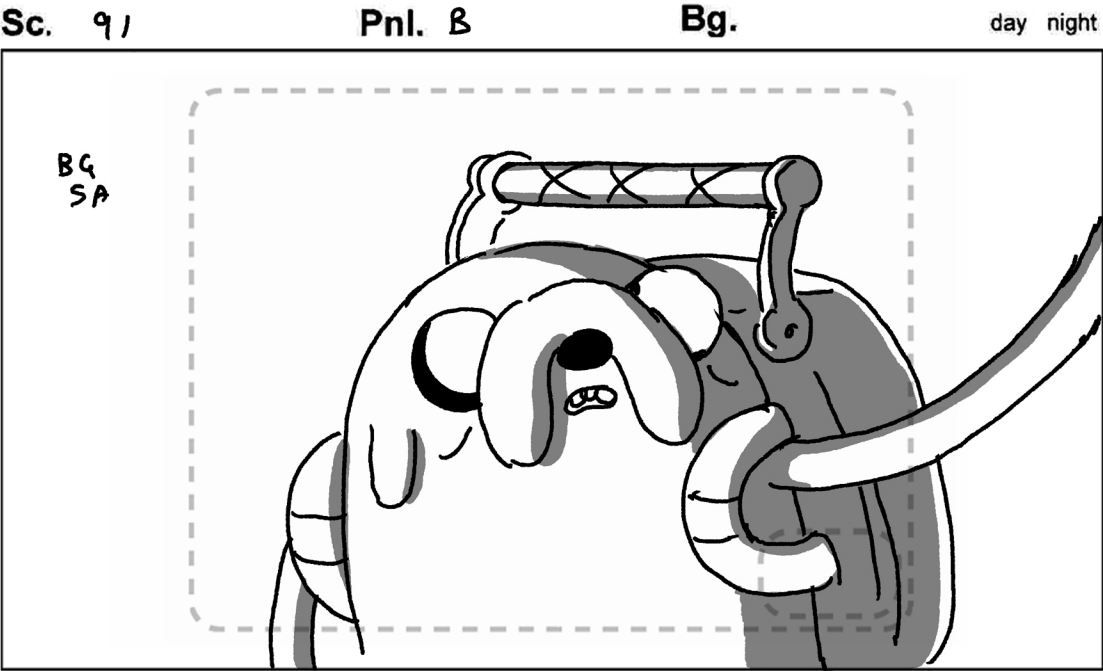
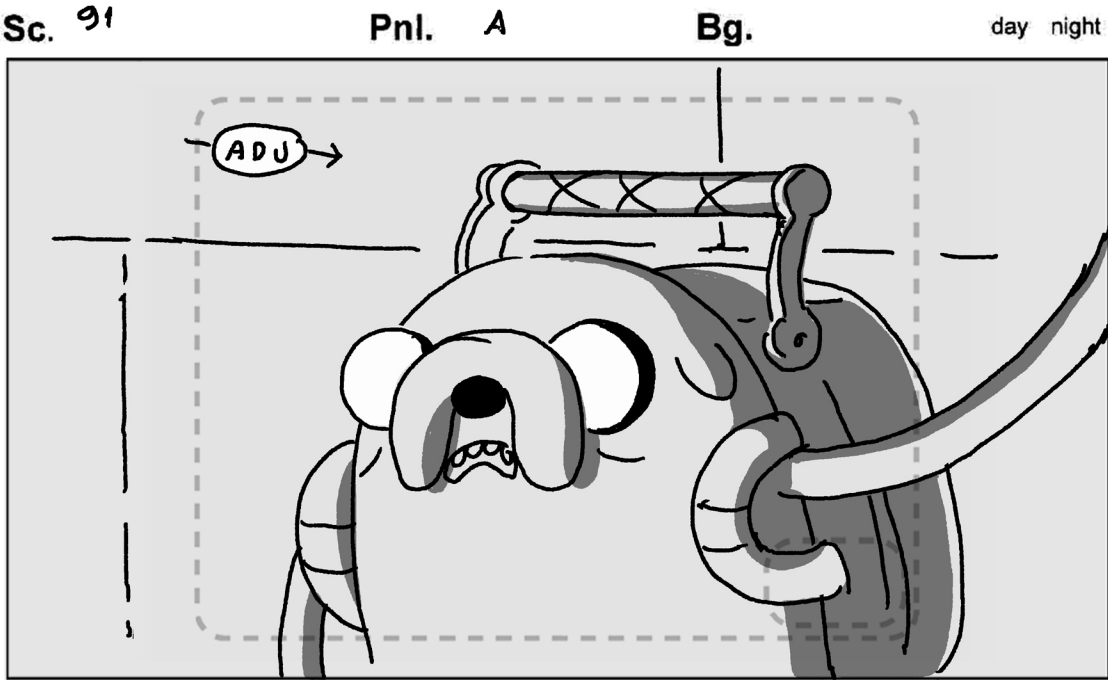


Dialog:	Ⓕ / YEAH SURE
Action:	
Timing:	

EPISODE # 1014-115  
Production :



ADVENTURE TIME



Dialog:

5 / SO WHERE D'YOU WANT TO LOOK NE -

Action:

Timing:

# ADVENTURE TIME



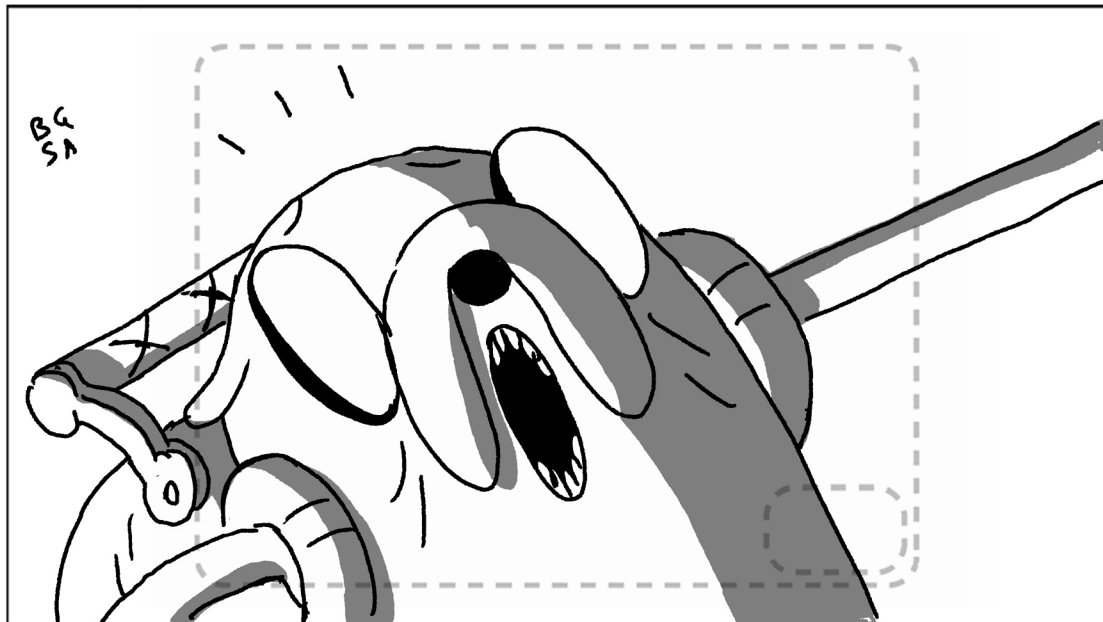
Page 114

Sc. q1

Pnl. c

Bg.

day night

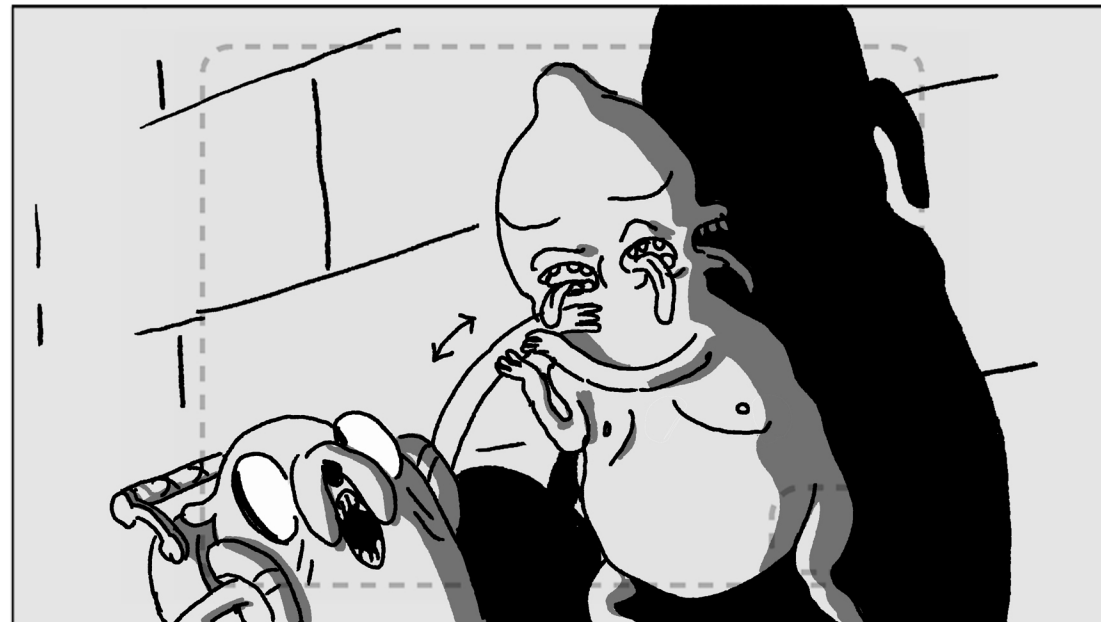


Sc. q2

Pnl. A

Bg.

day night



Dialog:

⑤ / - NYAH!

LEMUNGOBLIN / : BLAUGH-LAH-LAH-LAH-LAH;

Action:

Timing:

RUNNING ITS  
TONGUE UP AND  
DOWN J'S ARM



1014-115

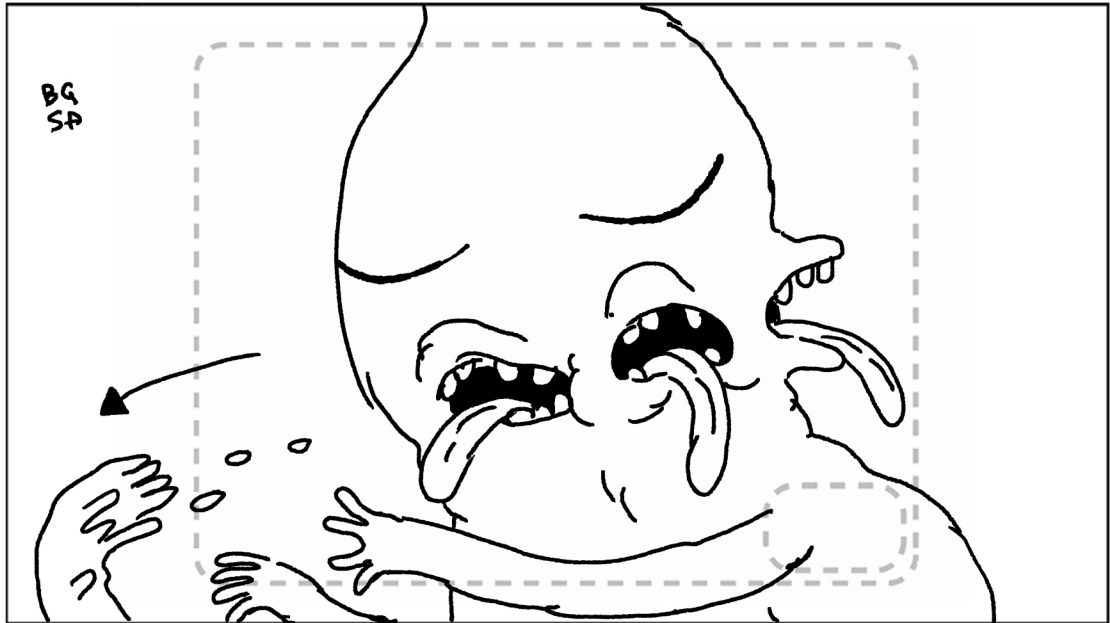
EPISODE #

Production :

ADVENTURE TIME



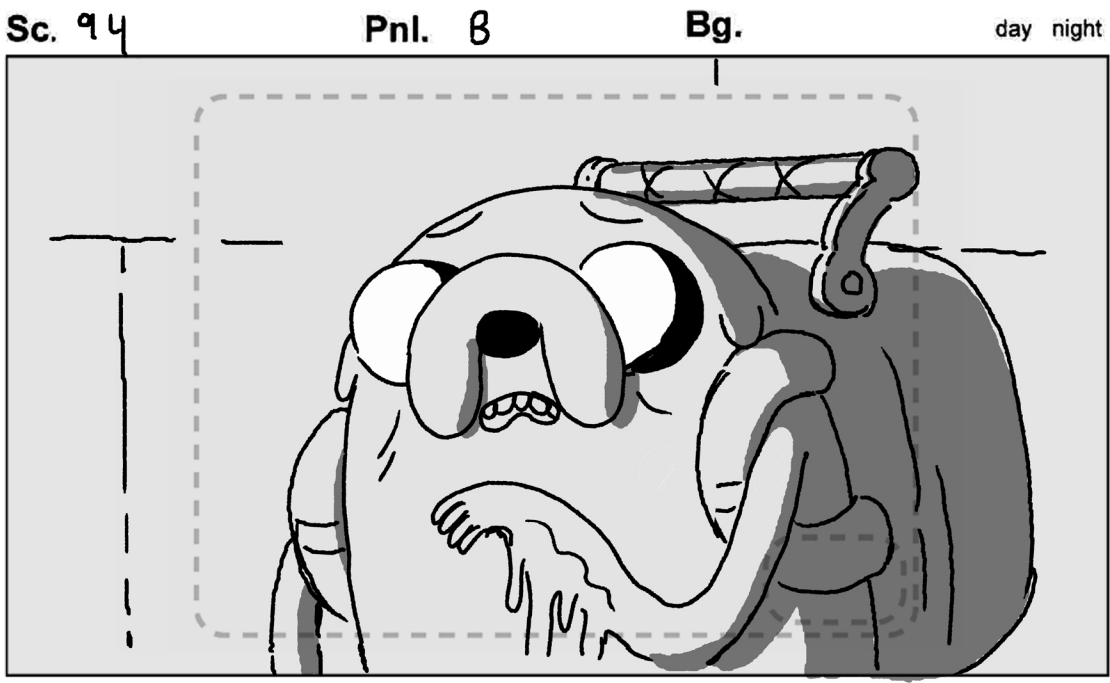
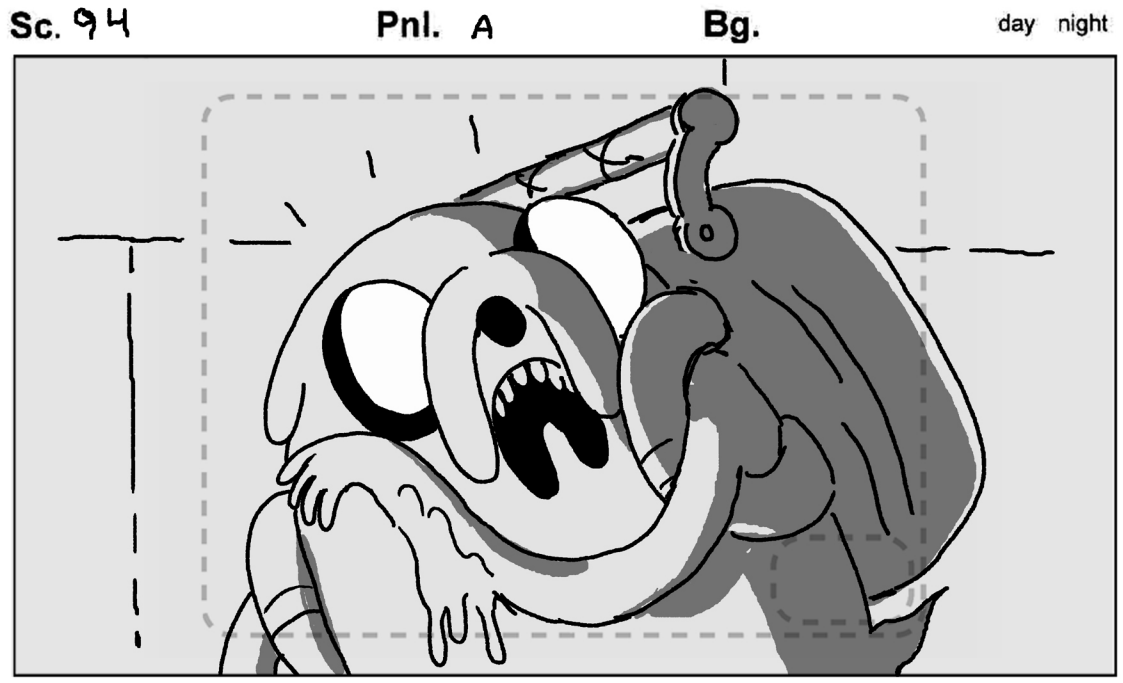
Sc. 93 Pnl. A Bg. day night Sc. 93 Pnl. B Bg. day night



Dialog:	LEMONGOBLIN / Ì LAM LAM LAM Ì	LEMONGOBLIN / Ì LAH LAH Ì J / UH !
Action:		
Timing:		

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# ADVENTURE TIME



Dialog:	Ⓜ / FINN!?	ⓔ (0.5.) ONE SEC.
Action:	JAKE LOOKS TOWARDS FINN'S VOICE.	
Timing:		

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



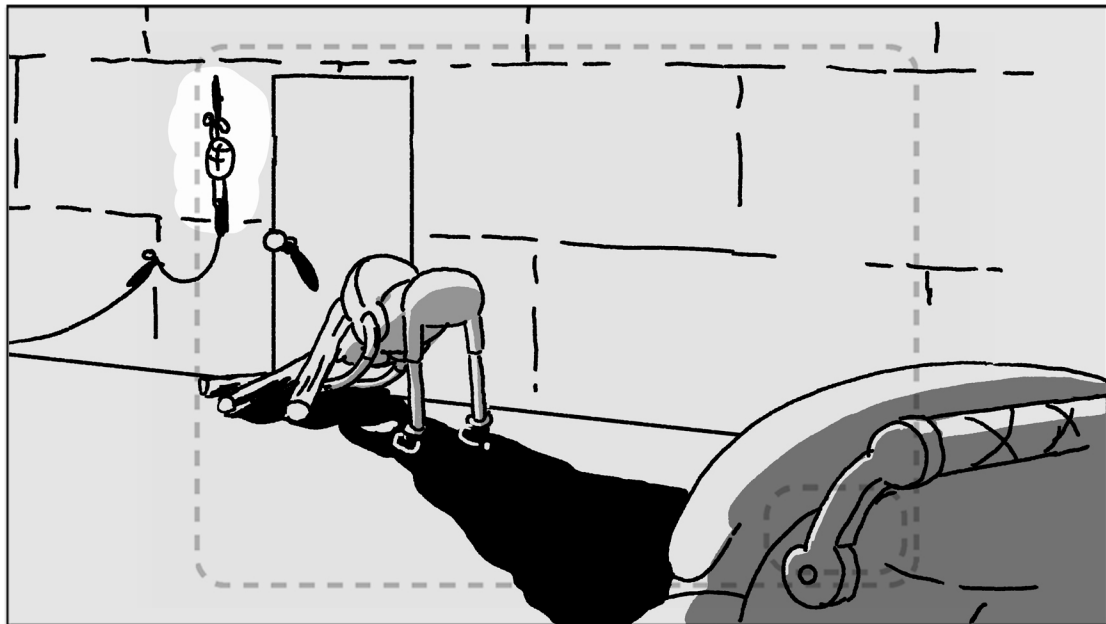
Page 117

Sc. 95

Pnl. A

Bg.

day night

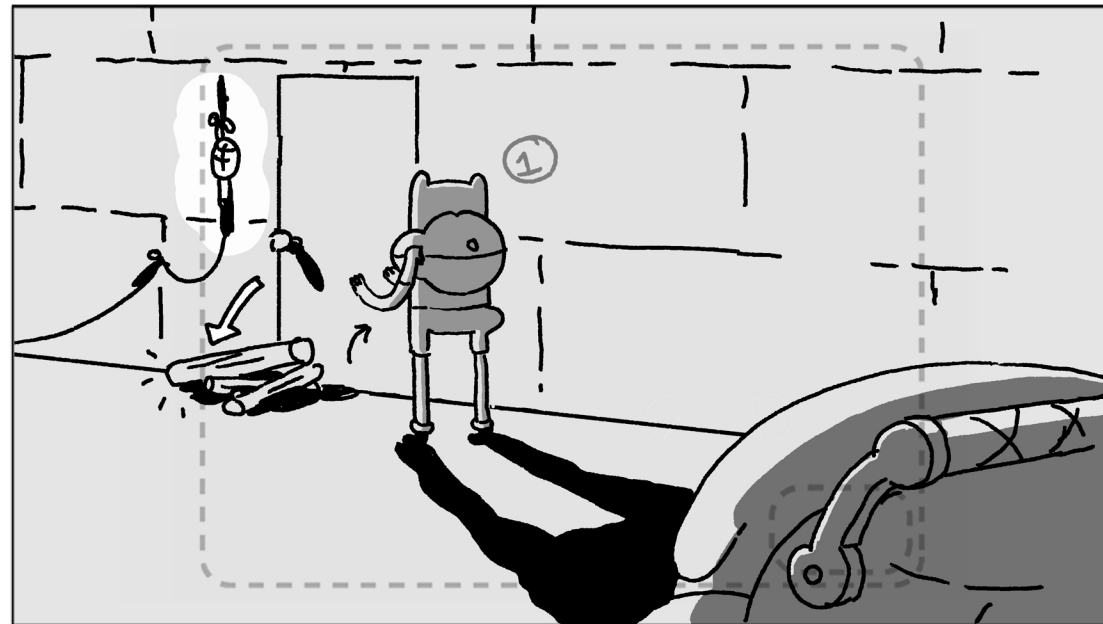


Sc. 95

Pnl. B

Bg.

day night

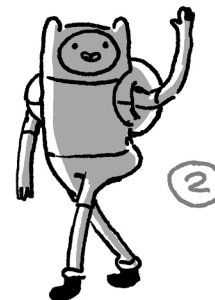


Dialog:

(F) ① UGH!  
OH! SORRY DUDE!  
②

Action:

FINN FLIPS  
BIG LOG,  
TURNS AROUND



Timing:

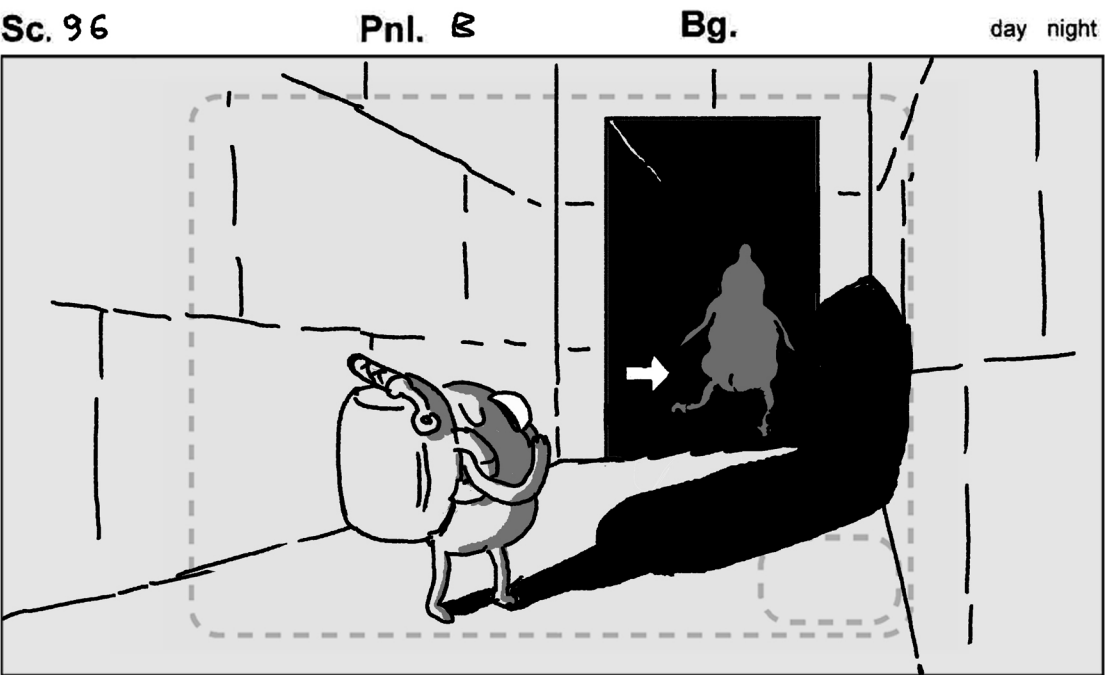
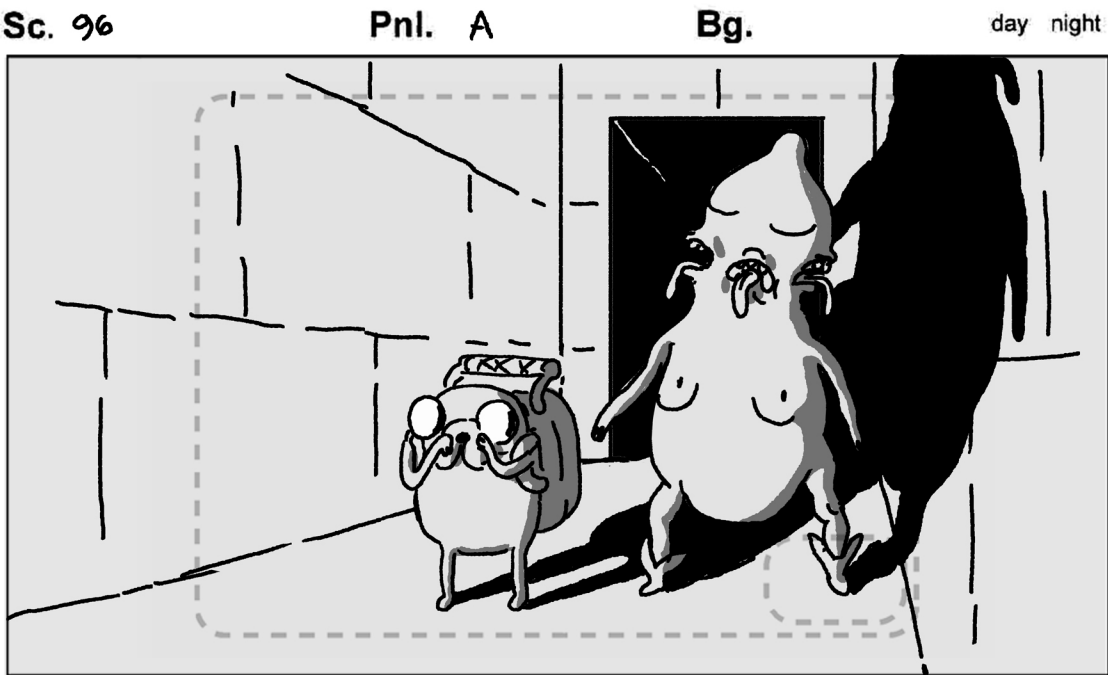
1014-115

EPISODE #

Production :

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# ADVENTURE TIME

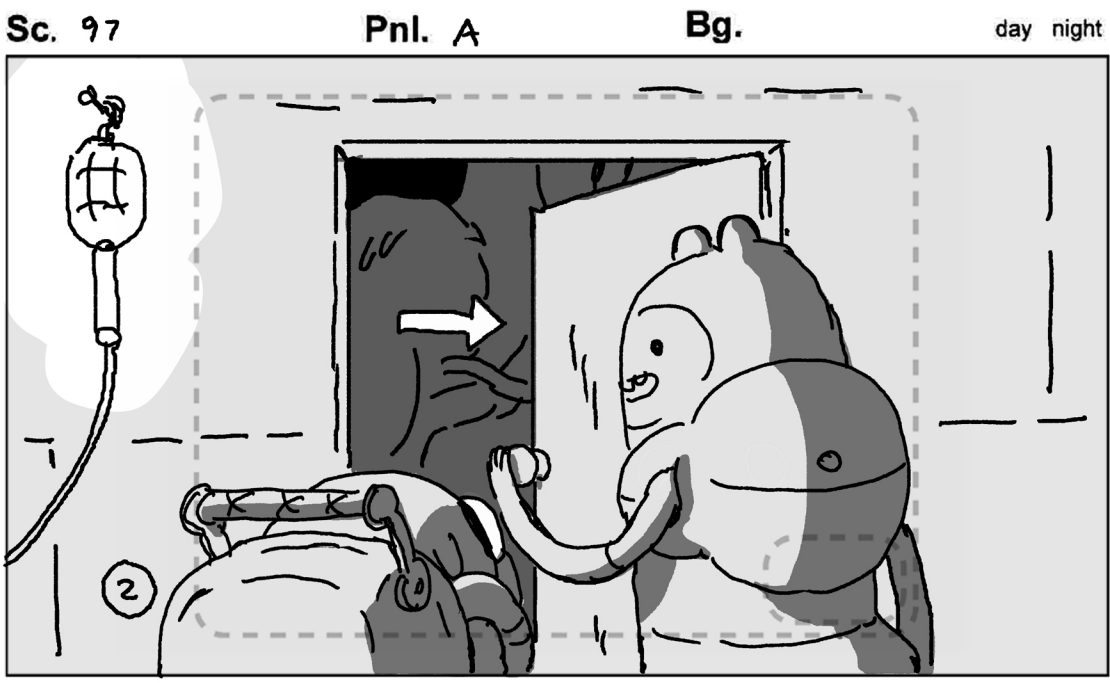
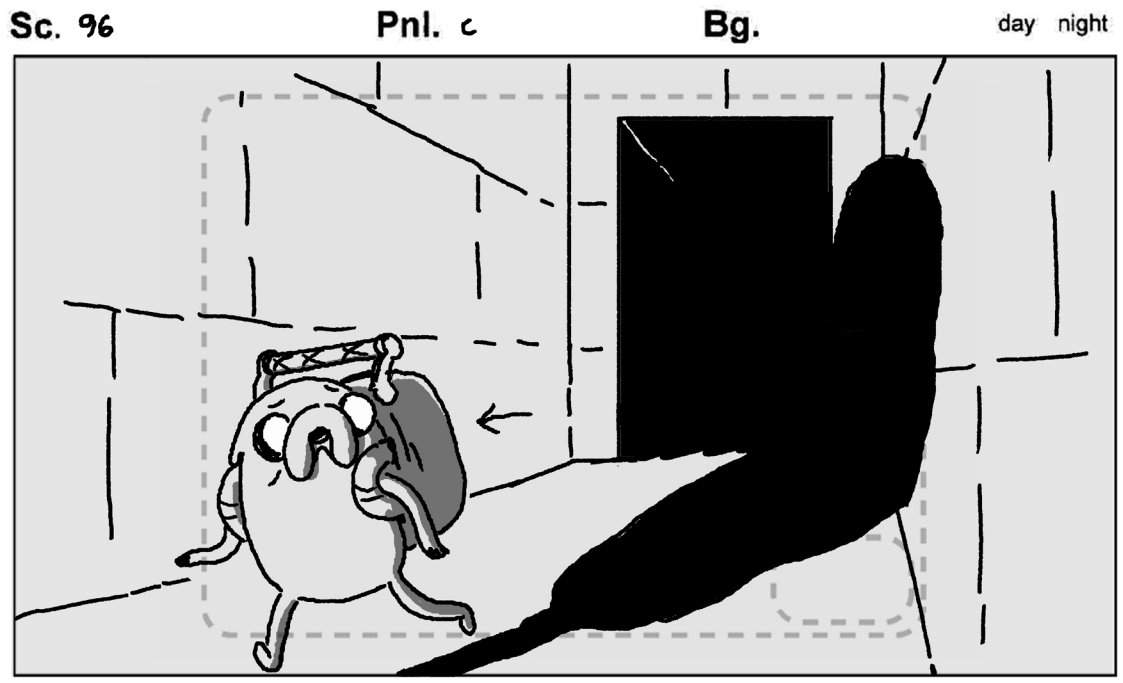


Dialog:	
Action:	LEMON GOBLIN SCAMPERS INTO THE DARK.
Timing:	

EPISODE # 1014-115  
Production :

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# ADVENTURE TIME

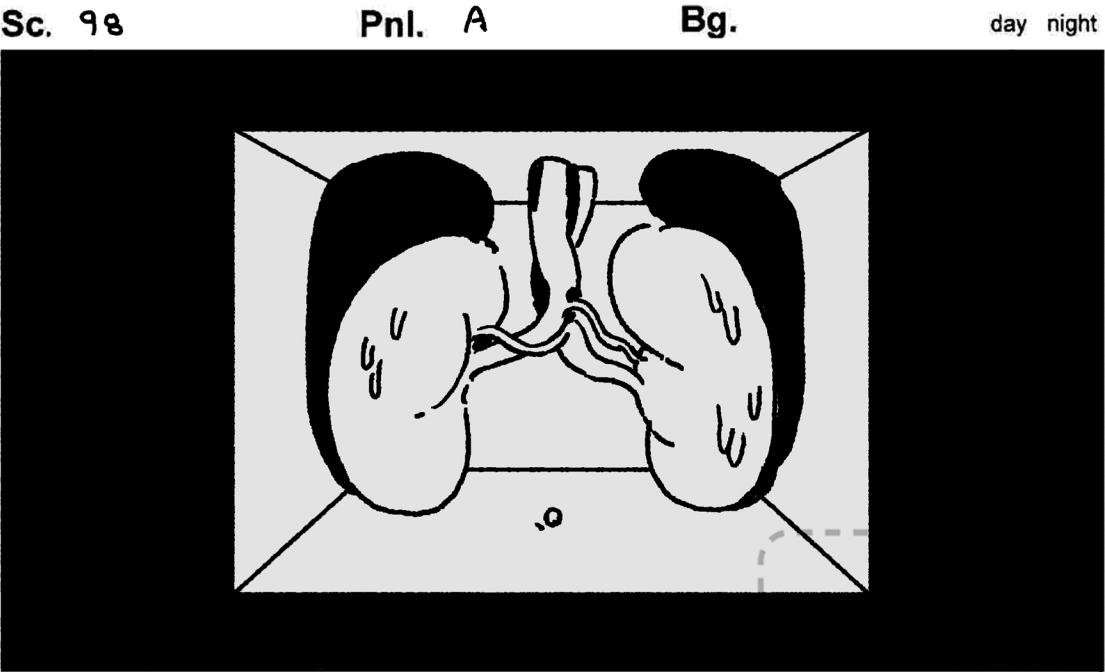
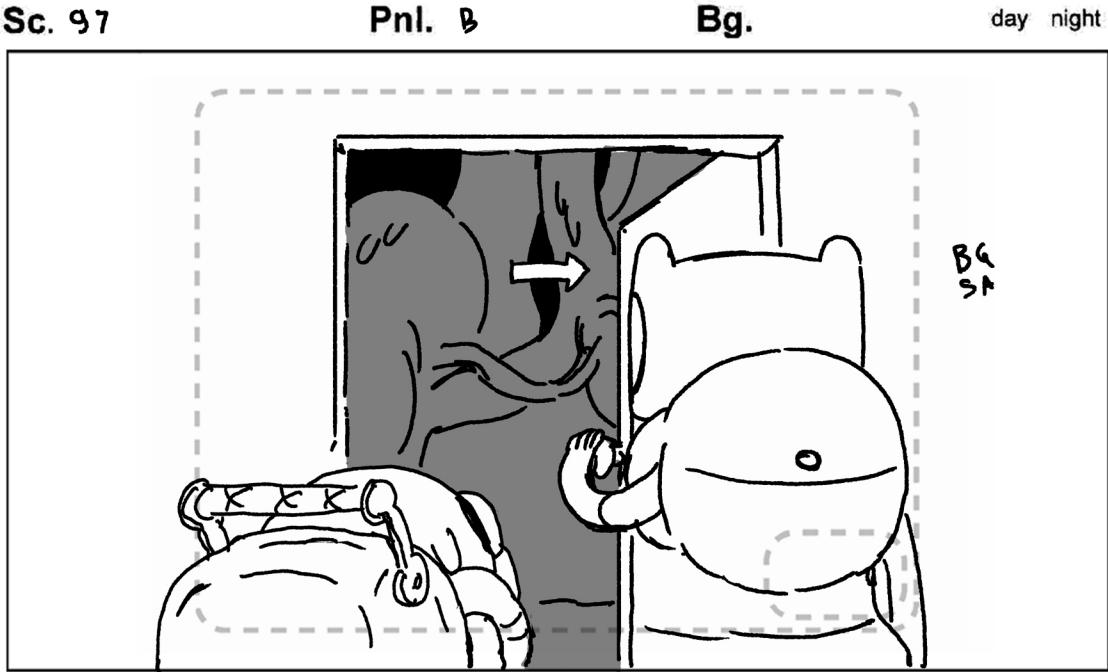


Dialog:	(F) / STAY CLOSE TO ME.
Action:	J. RUNS OFF
Timing:	

EPISODE # 1014-115  
Production :

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# ADVENTURE TIME

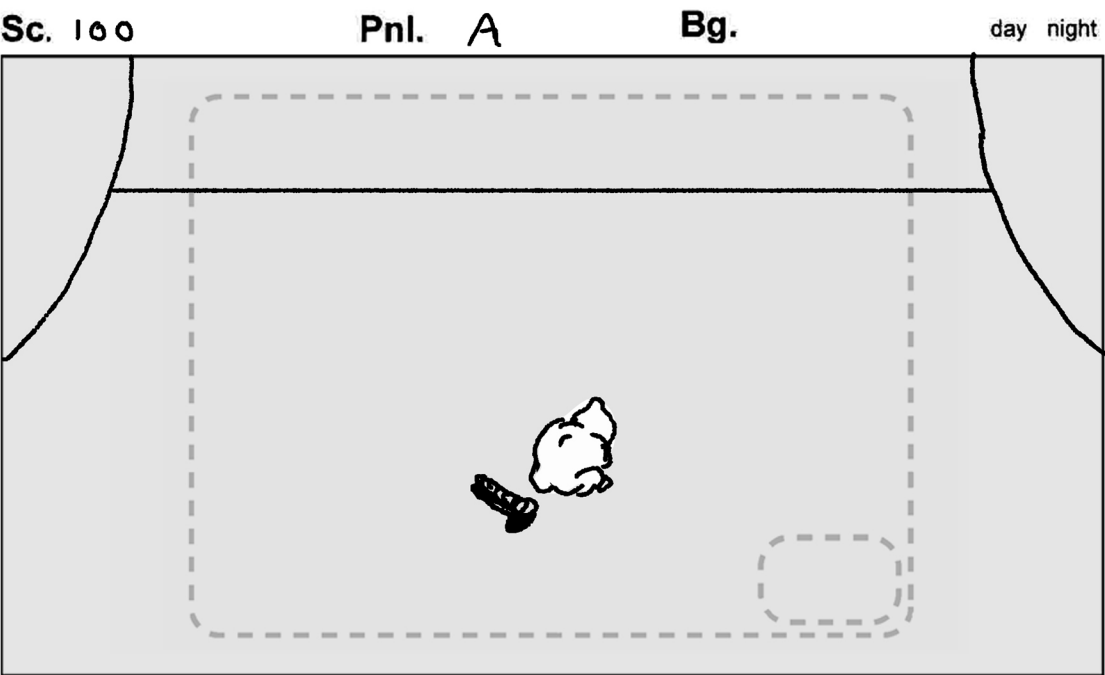
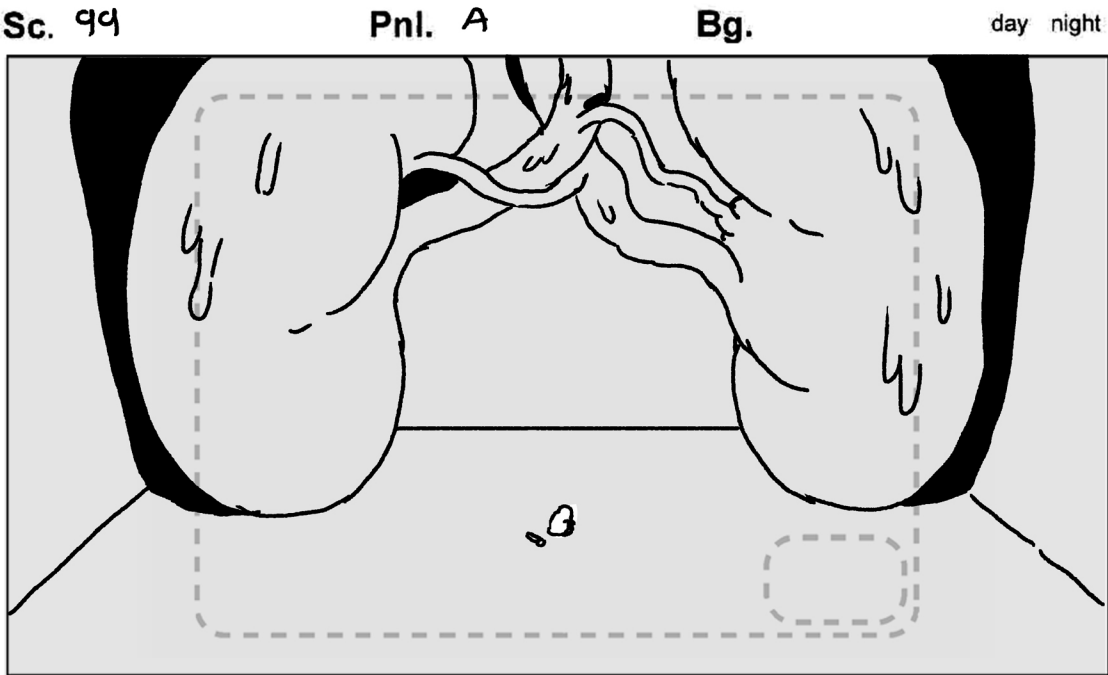


Dialog:
Action:
Timing:



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# ADVENTURE TIME



Dialog:	SFX / BEAT	SFX / BEAT
Action:	DIFFERENT SHOTS, NOT ZOOMING	
Timing:		

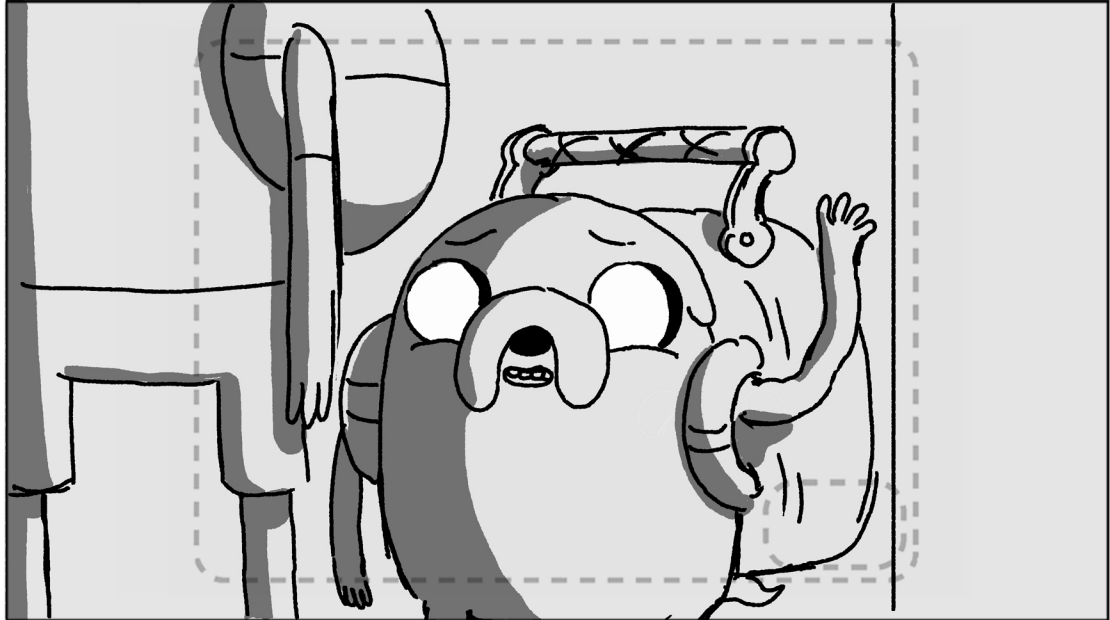
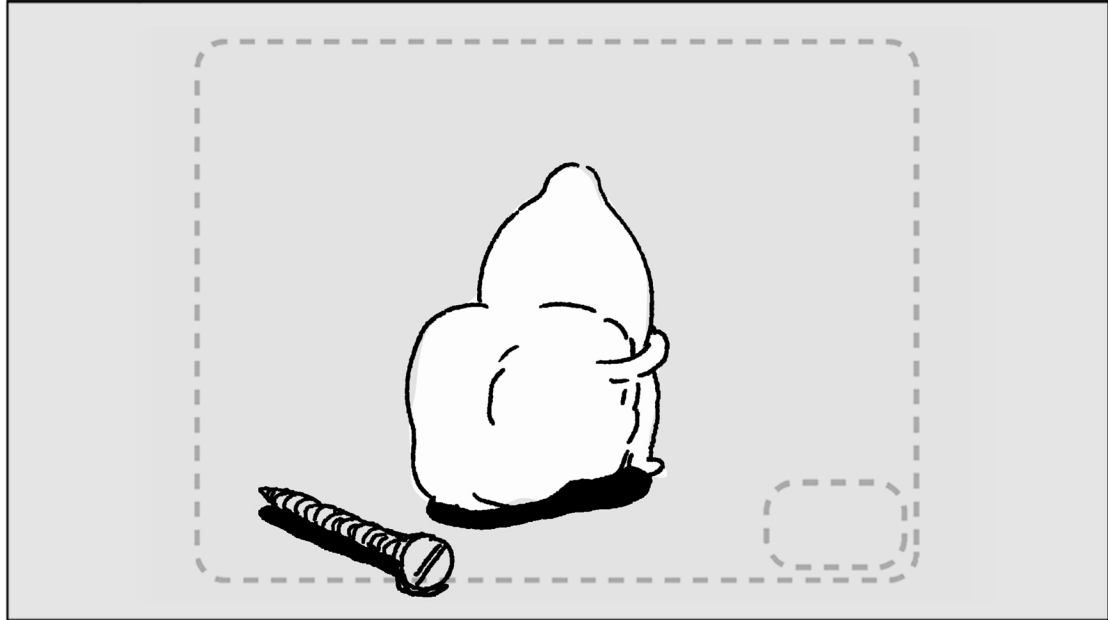
EPISODE # 1014-115  
Production :

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ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night Sc. 102 Pnl. A Bg. day night



Dialog: SFX) BEAT  
LEMONHEAD) EEEEEEE E -  
Action: L.H. STARTS TO SCREAM.  
Timing:

J) HI, I'M JAKE.

EPISODE # 1014-115  
Production :

# ADVENTURE TIME

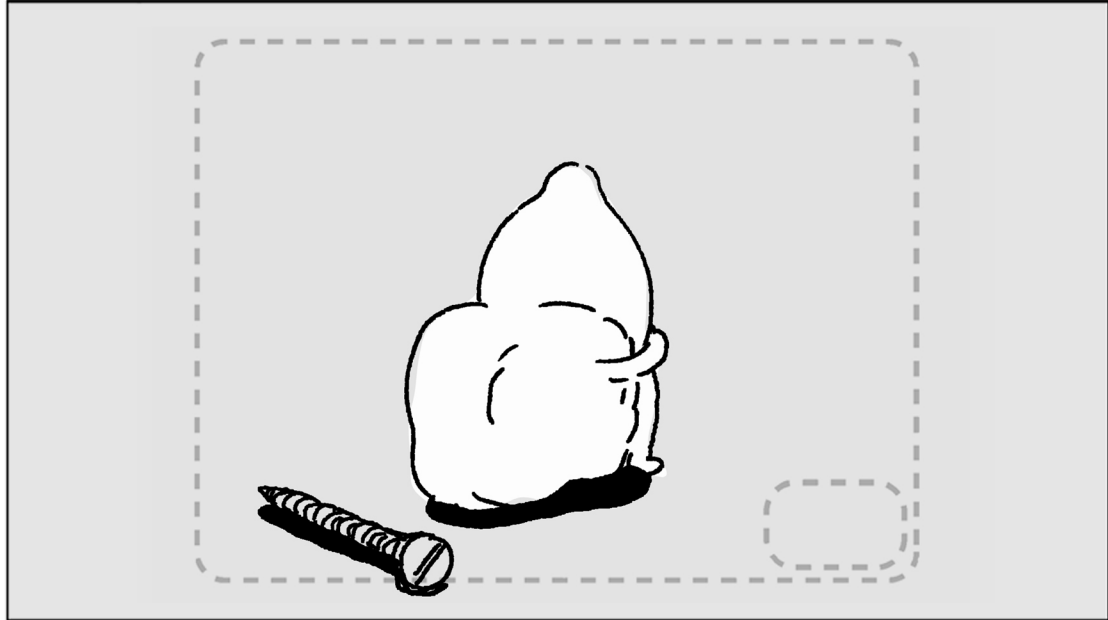


Sc. 103

Pnl. A

Bg.

day night

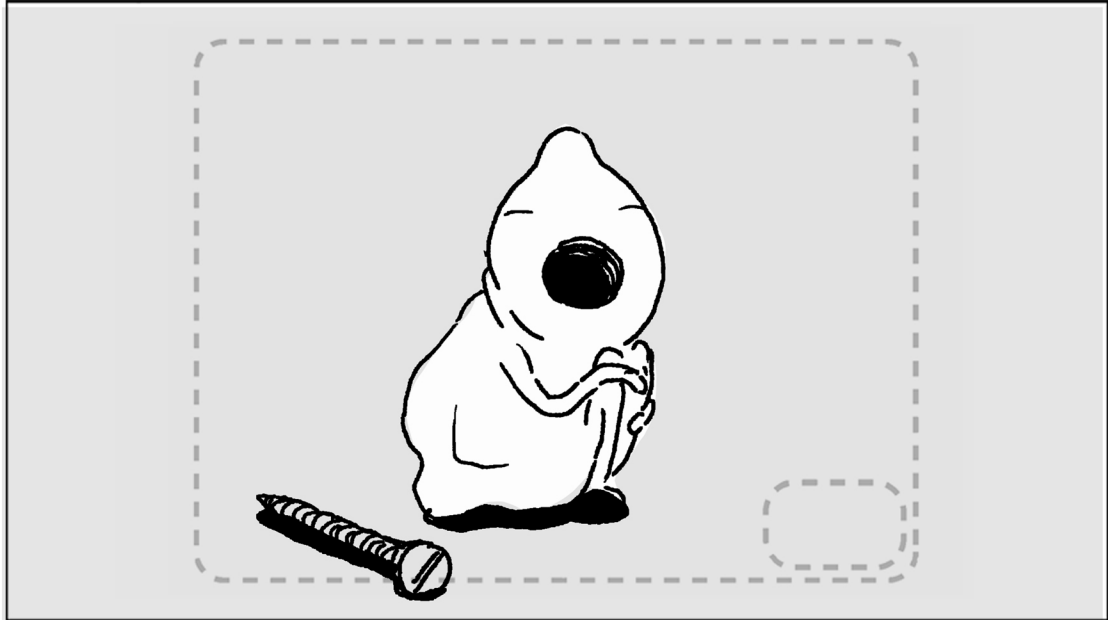


Sc. 103

Pnl. B

Bg.

day night



Dialog:

LEMONHEAD / EEEEEEEEEEE -

(LH) / EEEEEEEEEEEEE  
(THE WORST SCREAM)

Action:

L.H. STARTS TO SCREAM.

LEMONHEAD LOOKS UP

Timing:

EPISODE # 1014-115  
Production :

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# ADVENTURE TIME

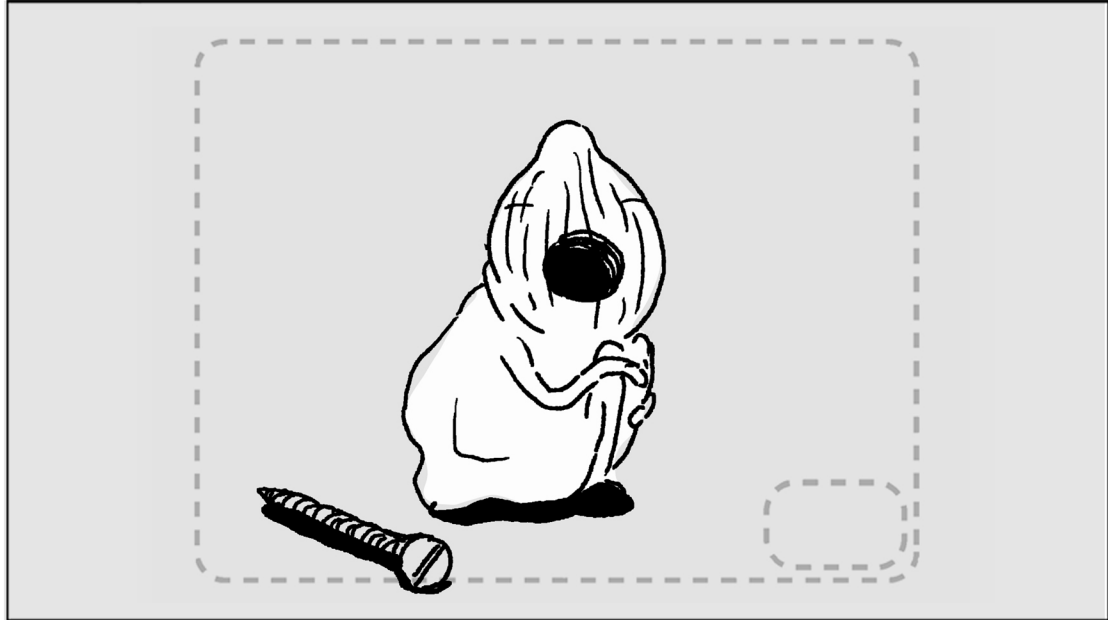


Sc. 103

Pnl. c

Bg.

day night

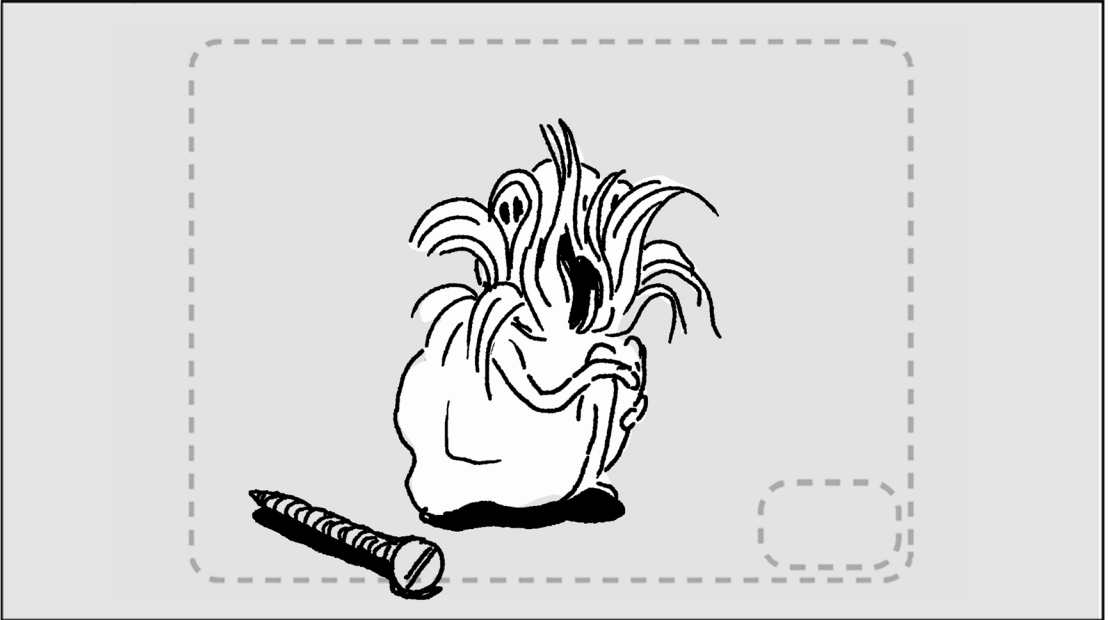


Sc. 103

Pnl. D

Bg.

day night



Dialog:

E E E E E E E E E E E E E E E E E

Action:

(UNMOVING)

PEELS LIKE CHEESE STRINGS

Timing:

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



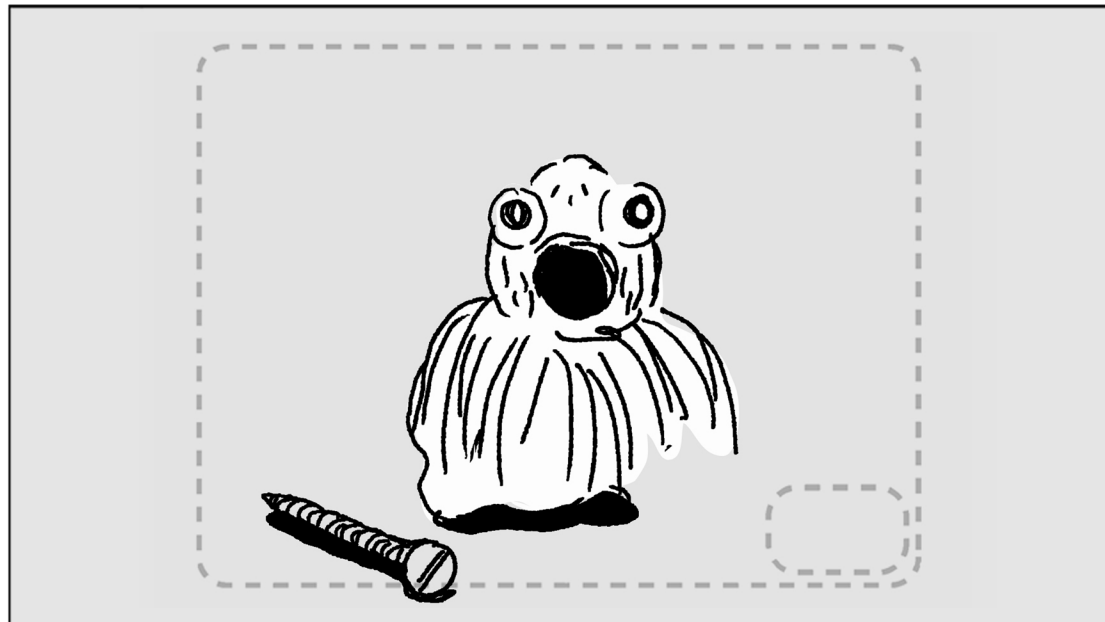
Page 125

Sc. 103

Pnl. E

Bg.

day night

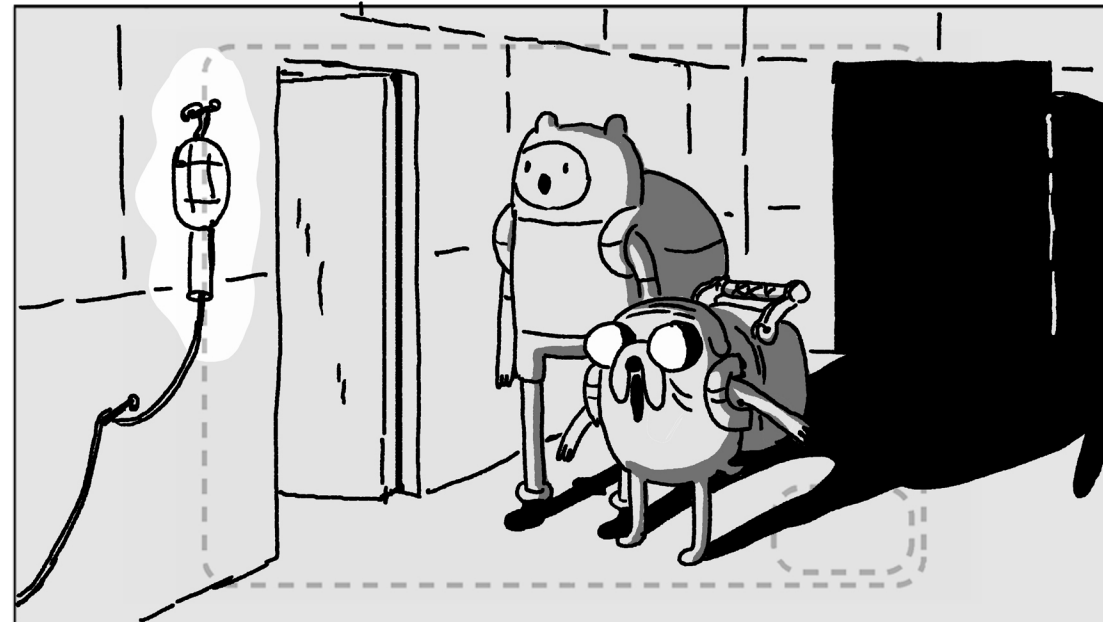


Sc. 104

Pnl. A

Bg.

day night



Dialog:

EEEEEEEEEEEE

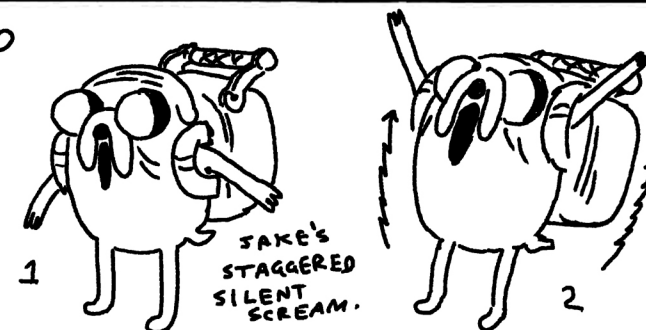
(os.) EEEEEEEEEEE

Action:

- FLESH UNDER PEEL, PALE YELLOW
- AS IT SCREAMS, HEAD VIBRATES SUBTLY.

FINN STUNNED

Timing:



1014-115

EPISODE #

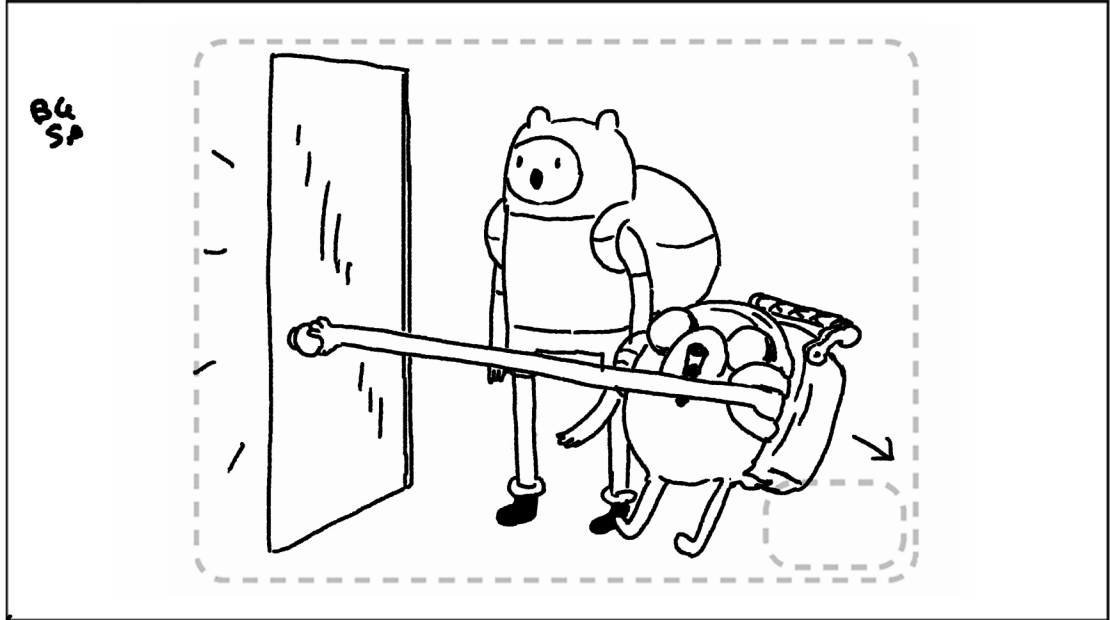
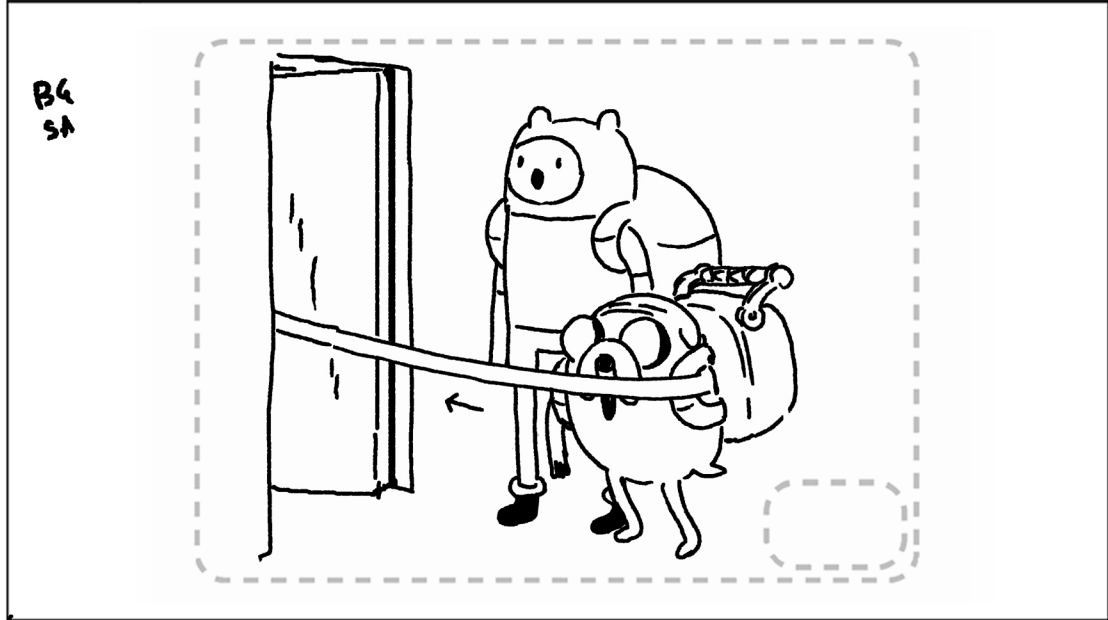
Production :

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# ADVENTURE TIME



Sc. 104      Pnl. B      Bg.      day night      Sc. 104      Pnl. C      Bg.      day night



Dialog:
EEEEEEEE E EEEEEEEEEEEEE SFX-SLAM!
Action:
Timing:

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



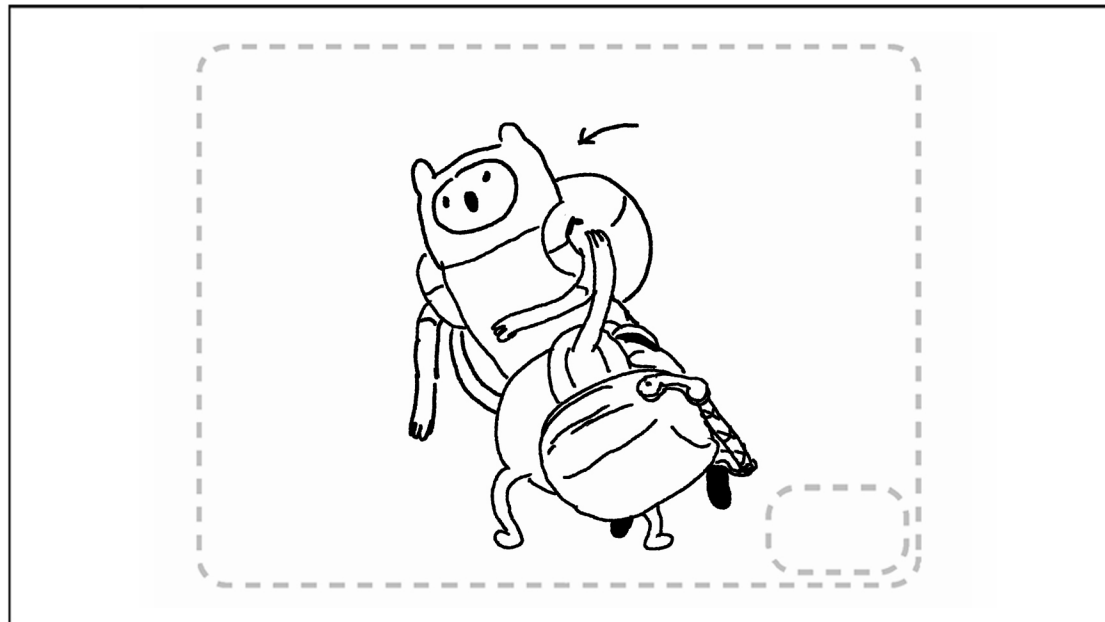
Page 127

Sc. 104

Pnl. D

Bg.

day night

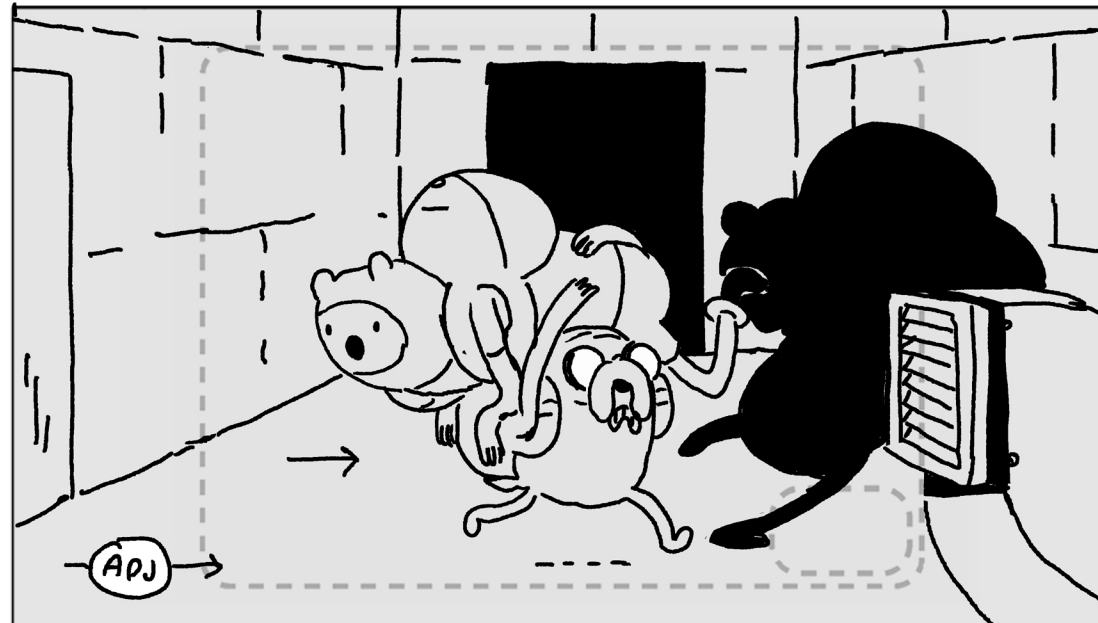


Sc. 104

Pnl. E

Bg.

day night



Dialog:

⑤ / NNNNNNN.

Action:

PICKS UP / FLIPS FINN

ALL THIS REALLY  
FAST

Timing:

1014-115

EPISODE #

Production :

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ADVENTURE TIME



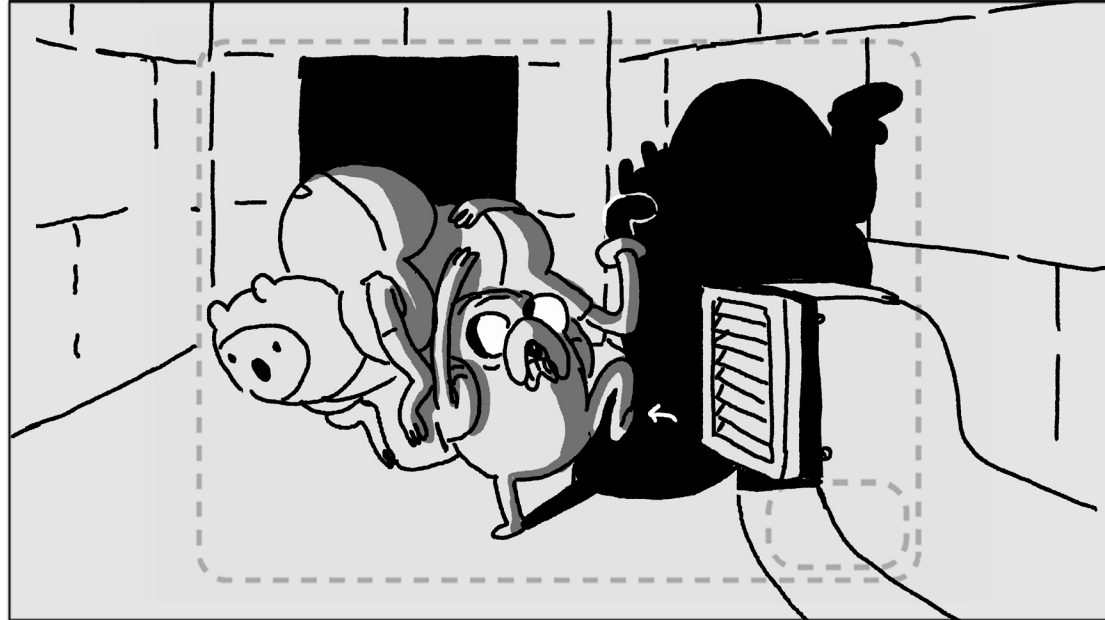
Page 128

Sc. 104

Pnl. F

Bg.

day night

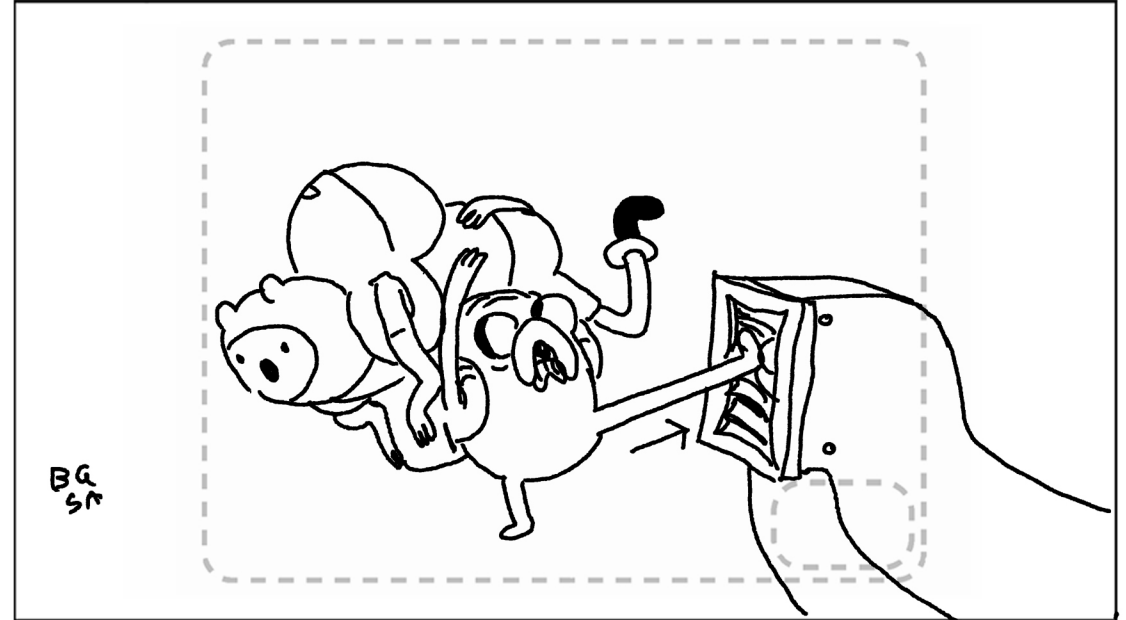


Sc. 104

Pnl. G

Bg.

day night



Dialog:

(J) / NNNNNNNN

(J) / NNNNNNNN

SFX ≡ CLANG ≡

Action:

Timing:

1014-115

EPISODE #

Production :



# ADVENTURE TIME



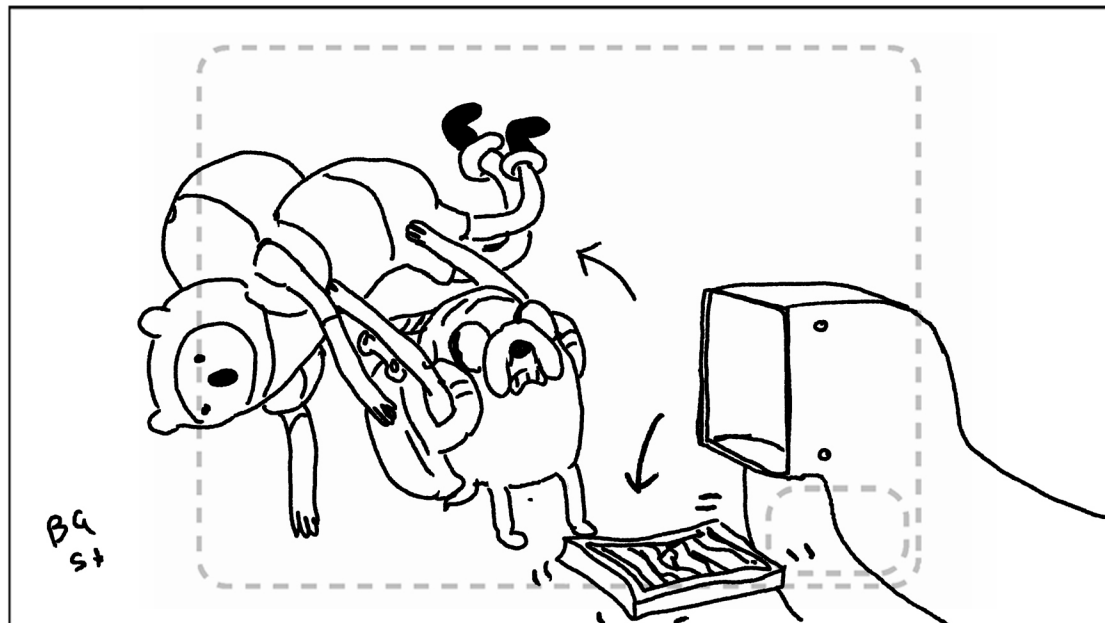
Page 129

Sc. 104

Pnl. 14

Bg.

day night

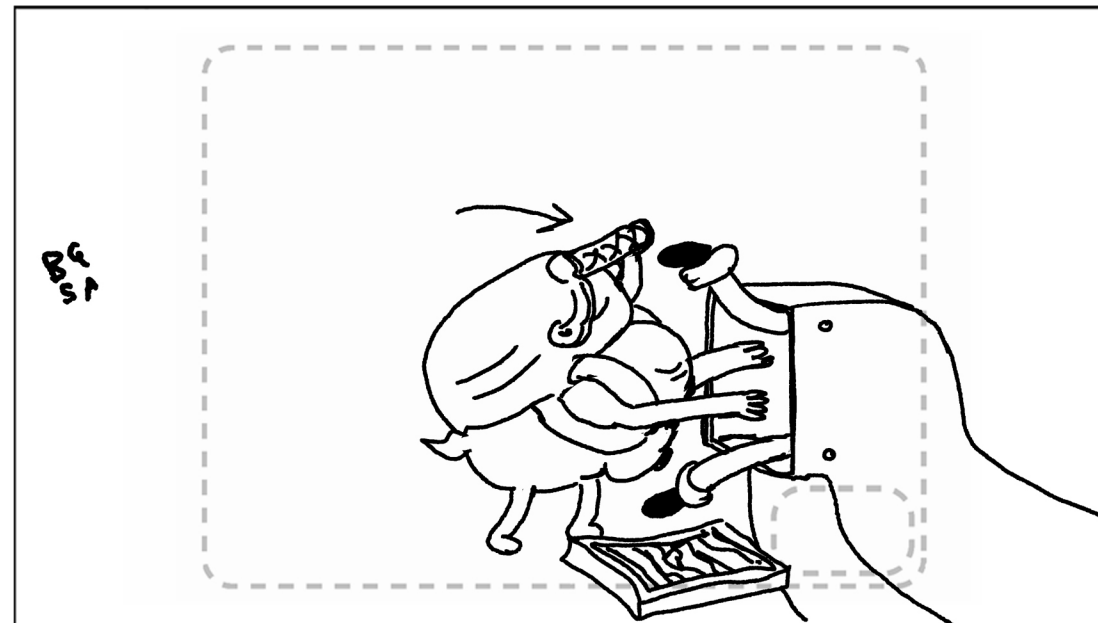


Sc. 104

Pnl. 1

Bg.

day night



Dialog:

⑤ / NNNN

SFX ≡ BANG

Action:

GRATE FALLS

Timing:

⑤ / NNNN

TOSSES / SHOUES IN FINN.

1014-115

EPISODE #

Production :

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ADVENTURE TIME



Sc. 104	Pnl. J	Bg.	day night	Sc. 104	Pnl. K	Bg.	day night

Dialog:	⑤ / NNNNN	⑥ / NOPE!
Action:		
Timing:		

EPISODE # 1014-115  
Production :

# ADVENTURE TIME



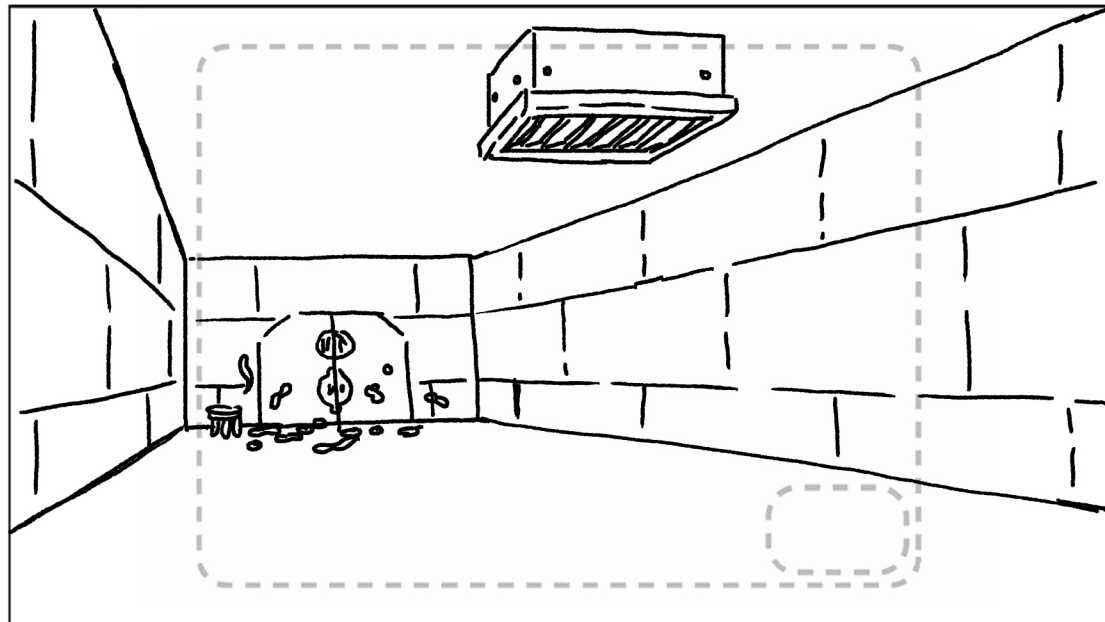
Page 131

Sc. 105

Pnl. A

Bg.

day night

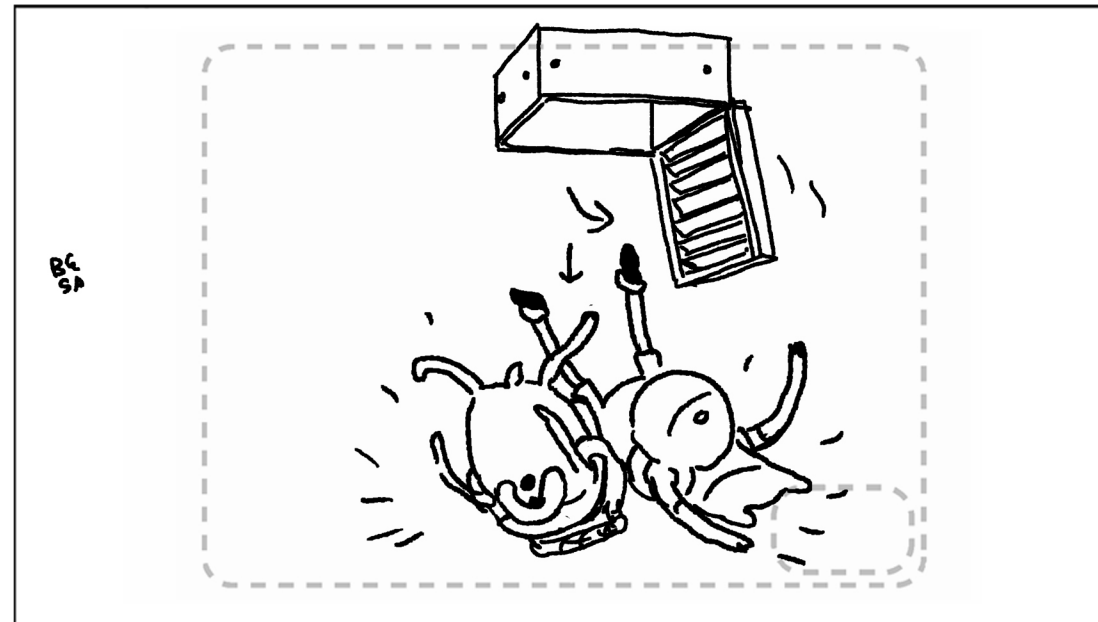


Sc. 105

Pnl. B

Bg.

day night



Dialog:

(SFX) / ≡ DUCT BANGING, YELLING FROM FINN + JAKE,  
MONSTER NOISE. GETTING LOUDER ≡

(SFX) / ≡ CLANG ≡

Action:

REGULARLY LIT ROOM NOW.

HATCH FLIPS OPEN,  
F + J LAND.

Timing:

EPISODE # 1014-115

Production :

# ADVENTURE TIME



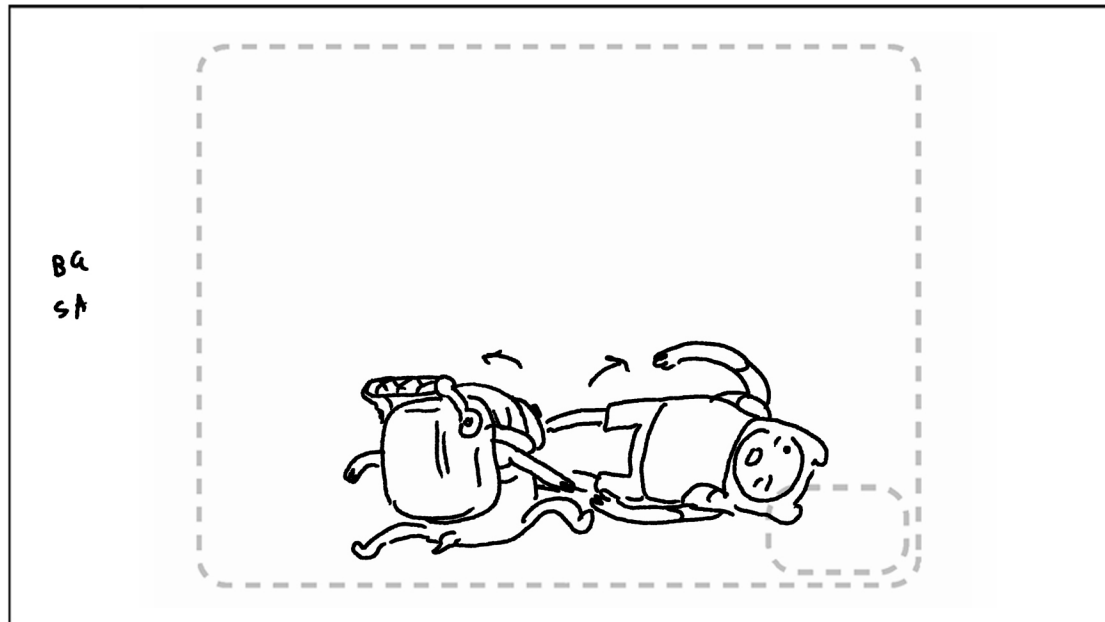
Page 132

Sc. 105

Pnl. C

Bg.

day night

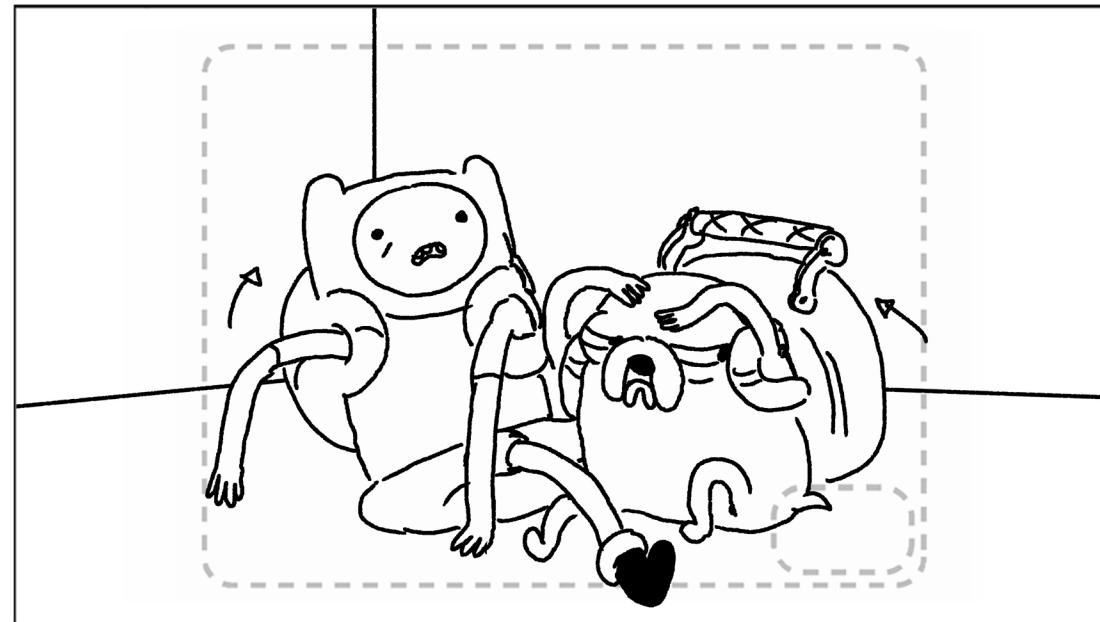


Sc. 106

Pnl. A

Bg.

day night



Dialog:

(F+J) / UGH, MAN,  
JEEZE,

Action:

GUYS SIT UP,

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 133

Sc. 106	Pnl. 8	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action:
Timing:

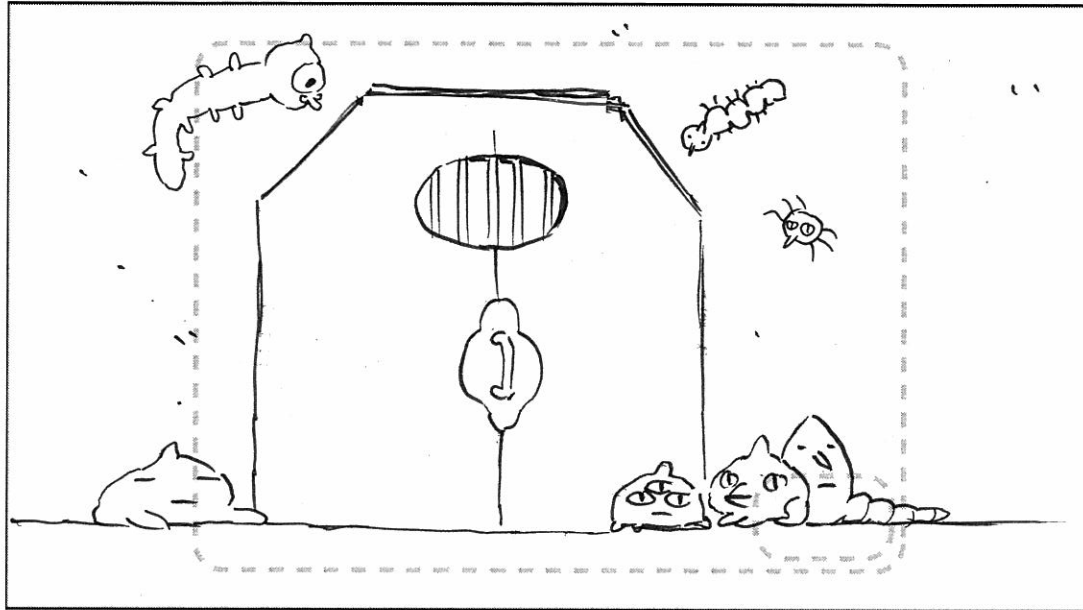
EPISODE # 1014-115  
Production :

# ADVENTURE TIME

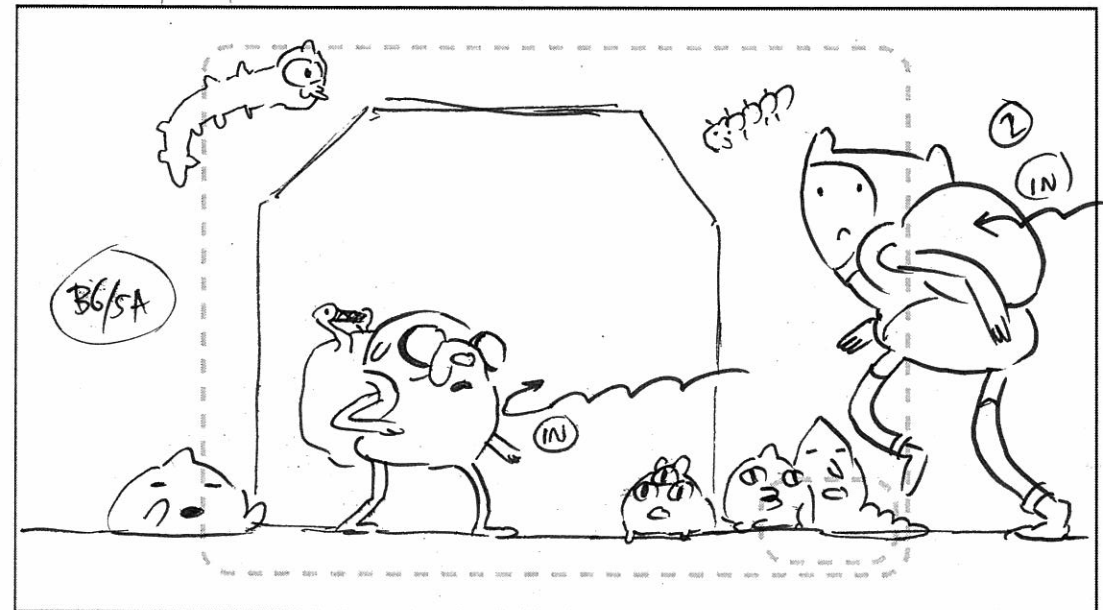


Page 134

Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog:

MUTANTS: [WALLA] candy candy food hungry candy ...

Action:

Timing:

(J): I think this is it -



EPISODE #

1014-115

# ADVENTURE TIME



Sc.

108

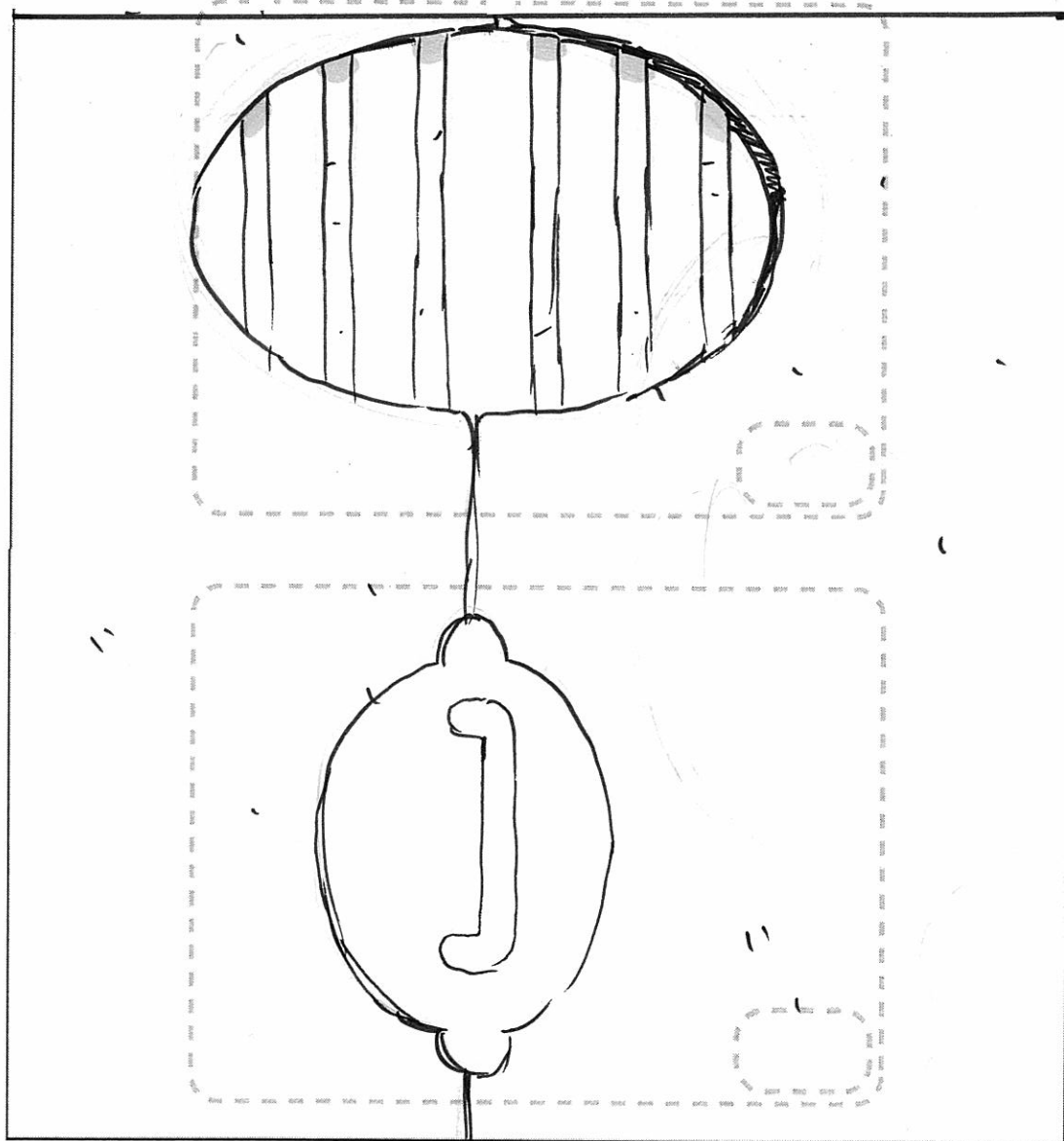
Pnl.

BG

Bg.

day night

Page 135



Dialog:
Action:
Timing:

Production :

EPISODE #

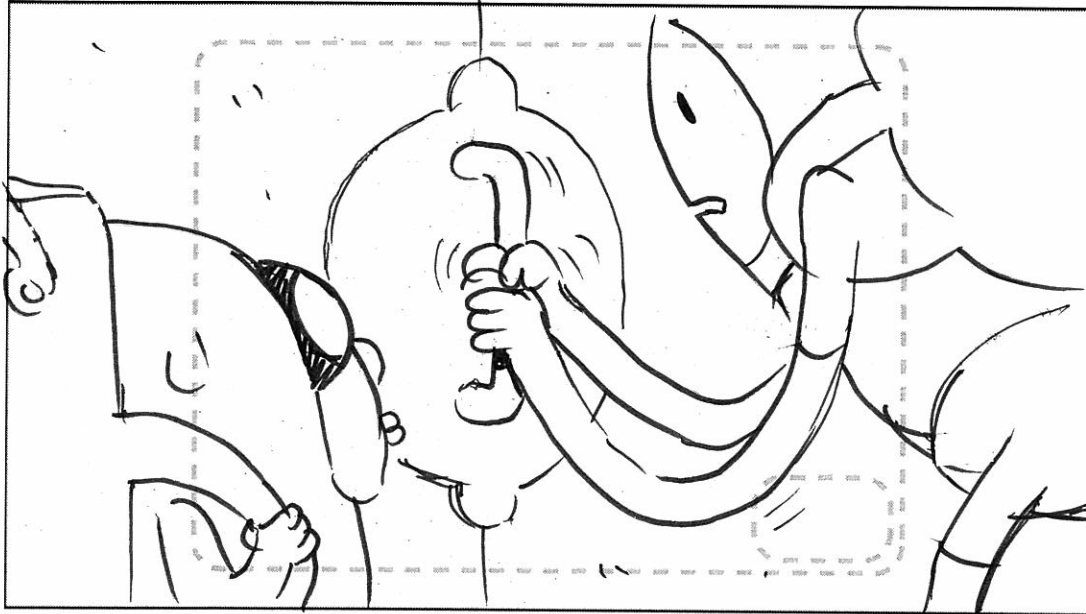
1014-115

# ADVENTURE TIME

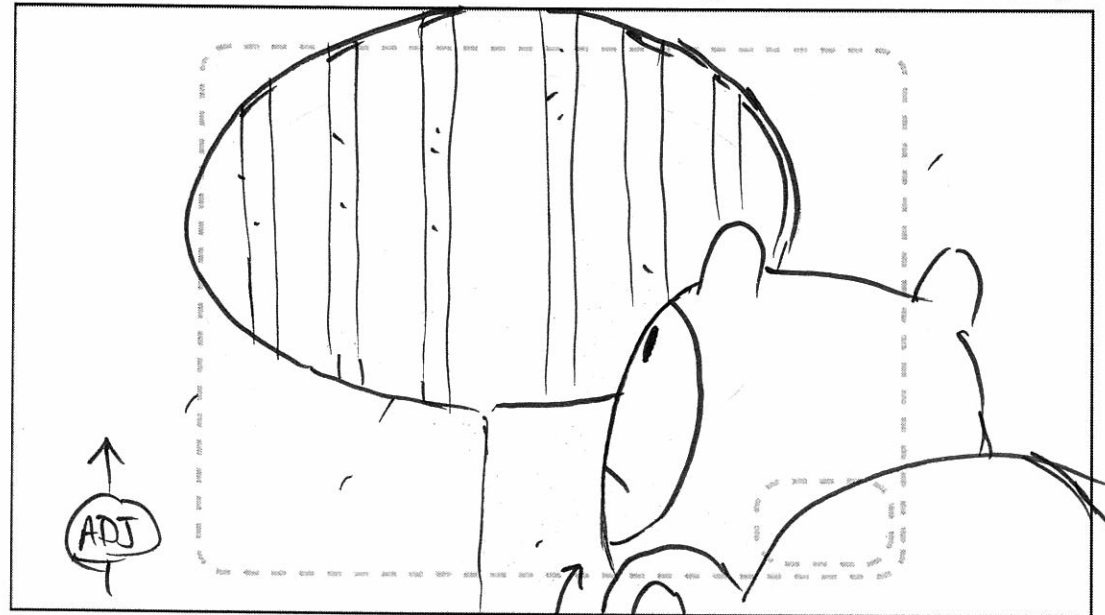


Page 136

Sc. 108 Pnl. A Bg. day night



Sc. 108 Pnl. B Bg. day night



Dialog:

(F:) All locked up -

Action:

Finn jiggles door handle

Finn look through window

Timing:

EPISODE # 1014-115

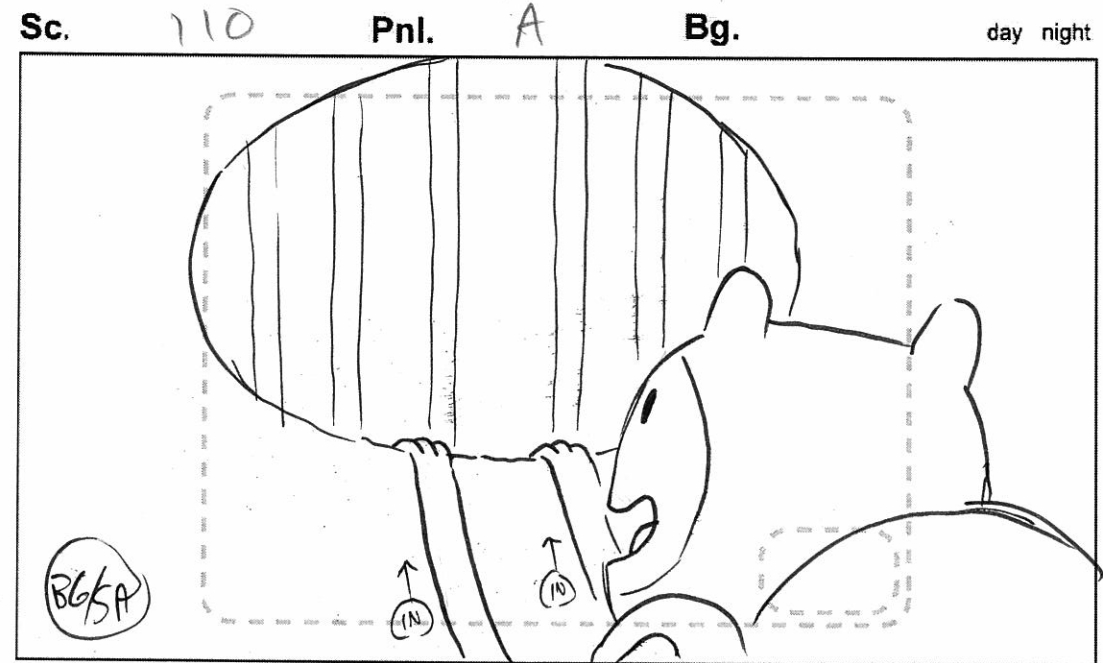
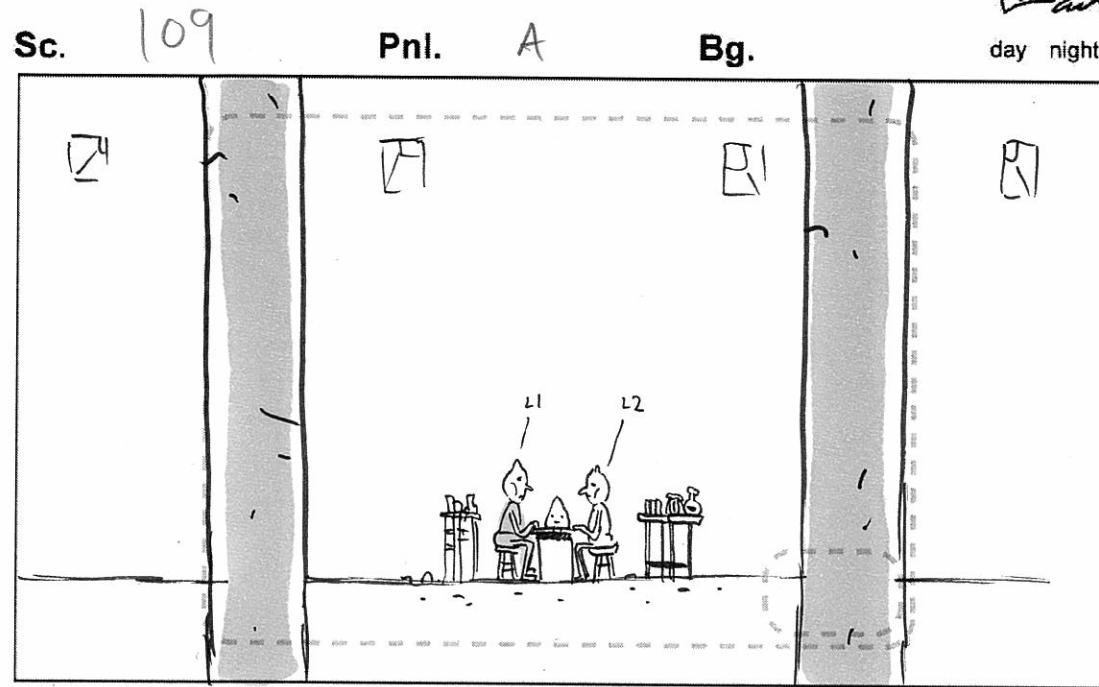
Production :



# ADVENTURE TIME



Page 137



Dialog:

(F:) There they are!  
I see 'em!

(F:) Hey Lemongrabs, we're here!  
We're gonna get you out!

Action:

Timing:

EPISODE # 1014-115

Production :

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# ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night

Sc. 111 Pnl. B Bg. day night

Dialog:	(FINN) (O.S.): Just hold tight!	(L1): mmmnn... Go Away.
Action:		
Timing:		

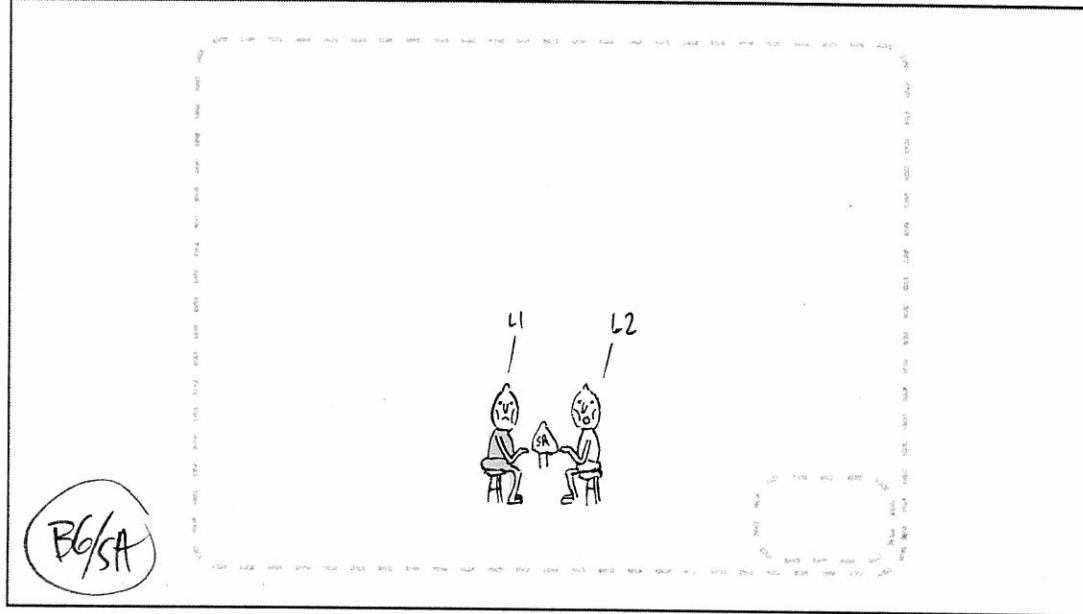
EPISODE # 1014-115  
Production :

# ADVENTURE TIME

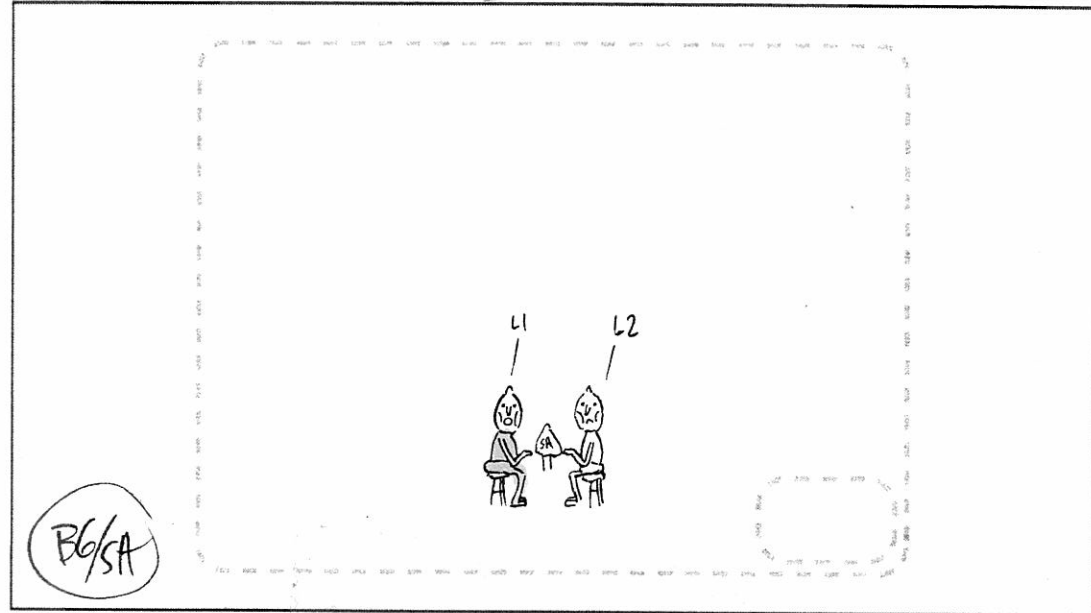


Page 139

Sc. 111 Pnl. C Bg. day night



Sc. 111 Pnl. D Bg. day night



Dialog:

(L2) No food here.

(L1) No food for eating.

Action:

Timing:

1014-115

EPISODE #

Production :

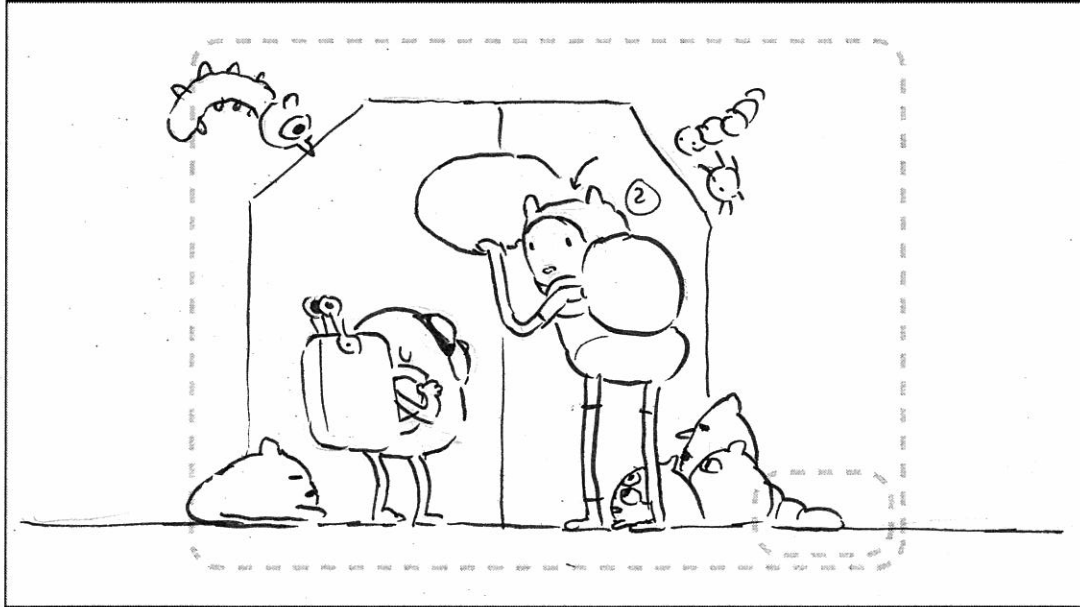
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# ADVENTURE TIME

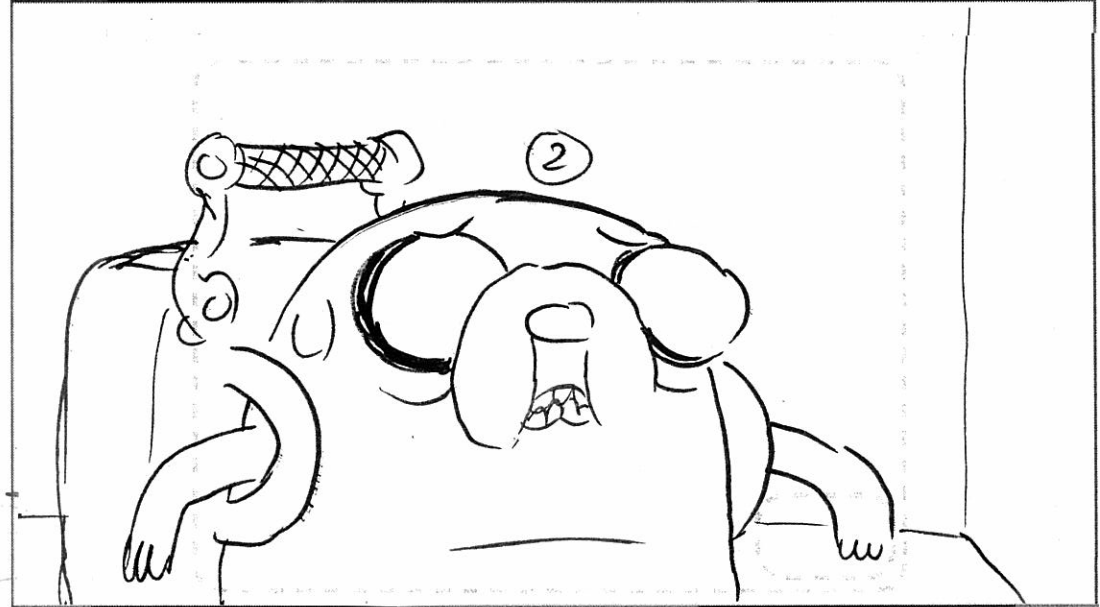


Page 140

Sc. 112 Pnl. A Bg. day night



Sc. 113 Pnl. A Bg. day night



Dialog: MUTANTS [WALLA] (less intense now): candy hungry  
candy food  
FINN: They said to go away.

J: ② Maybe the kidnapper's in there too...  
③ COERCING THEM.

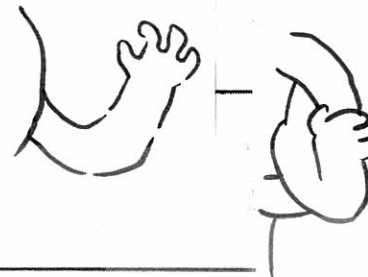
Action:



Timing:



③



①



EPISODE #

1014-115

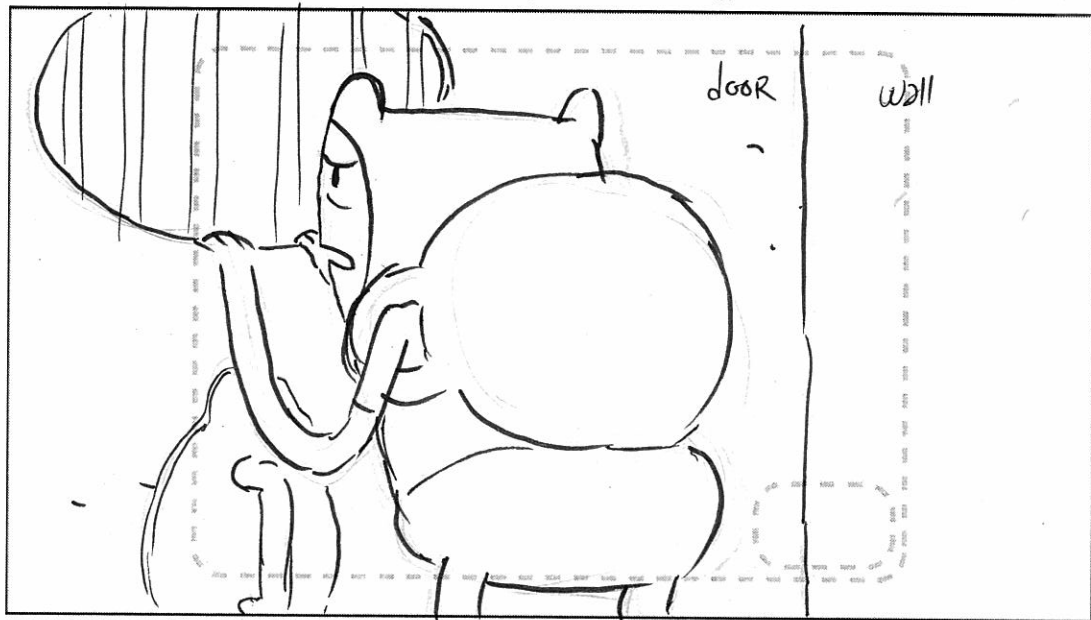
Production :

# ADVENTURE TIME

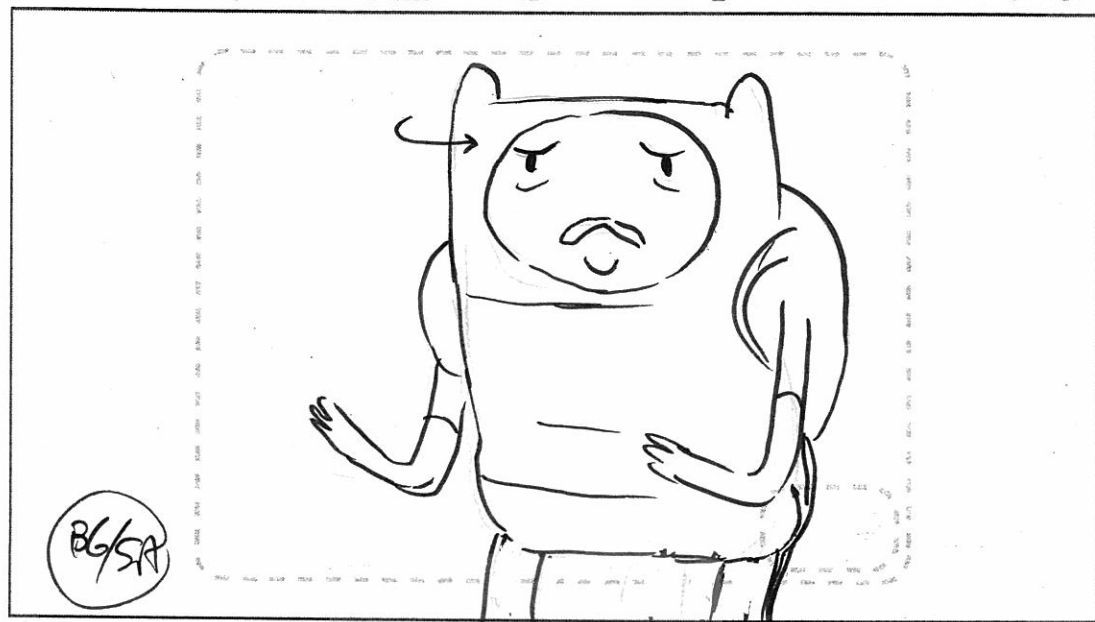


Page 141

Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night



Dialog:

(F) Ugh... it's probly the grossest one of all too, —————→

beet-red skin-barf poopin'  
all out its junk-sculpture...  
Ugh...

Action:

Timing:

EPISODE #

Production :

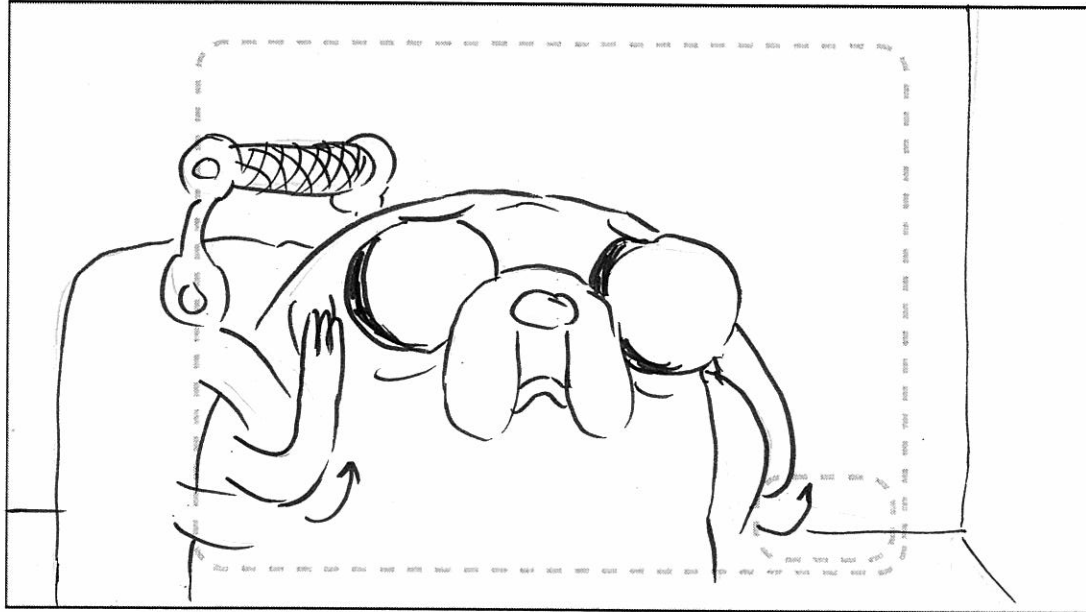
1014-115

# ADVENTURE TIME

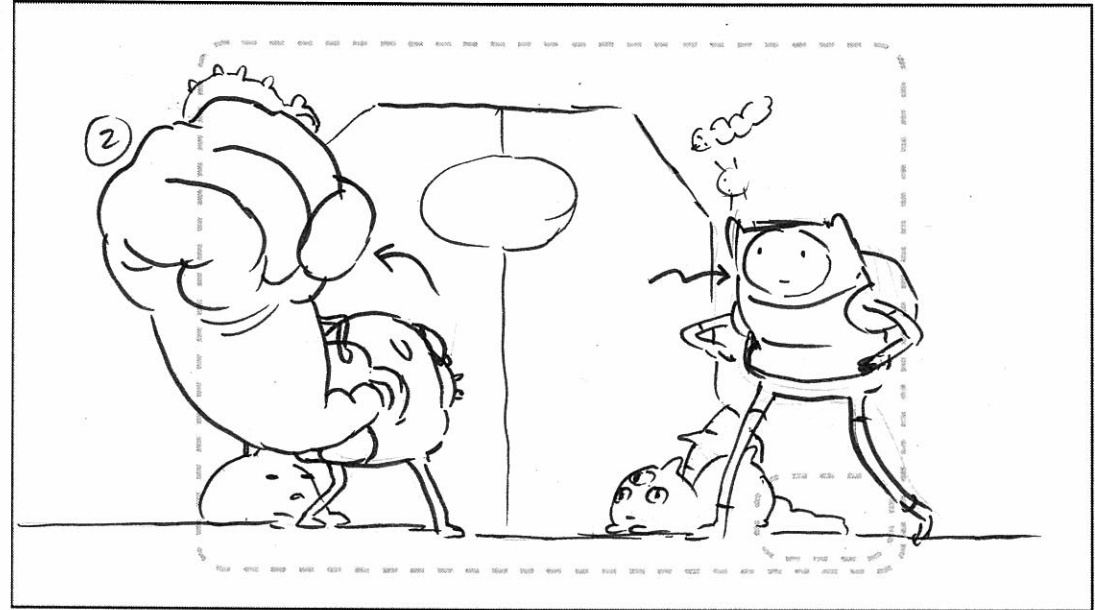


Page 142

Sc. 115 Pnl. A Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog:

(J:) Ugh... stop man, you're just makin' it worse.

(J:) Let's just get this over with.

Action:

Timing:



EPISODE #

Production :

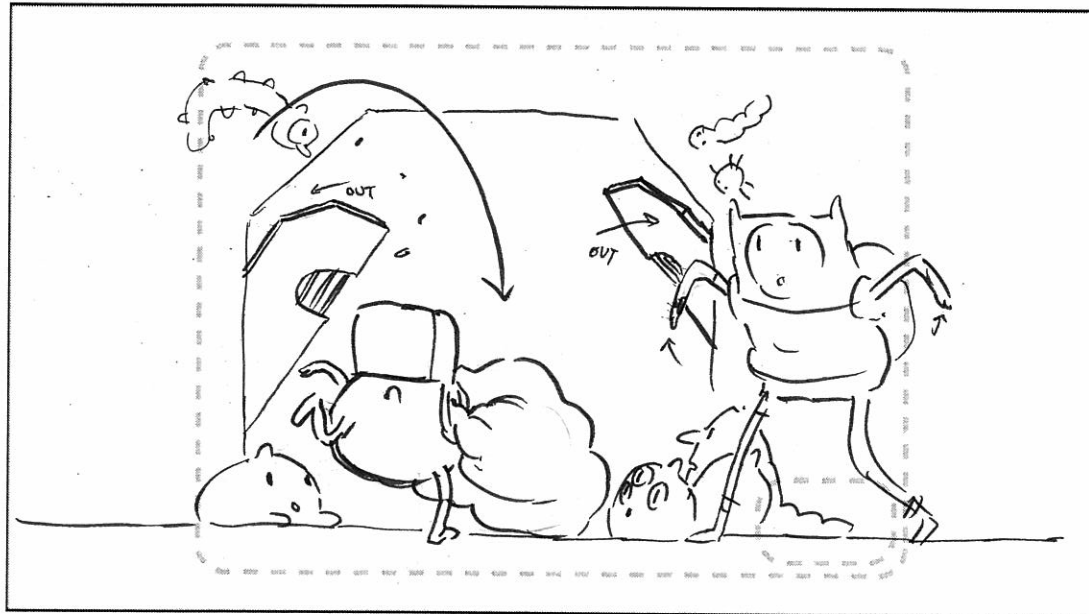
1014-115

# ADVENTURE TIME

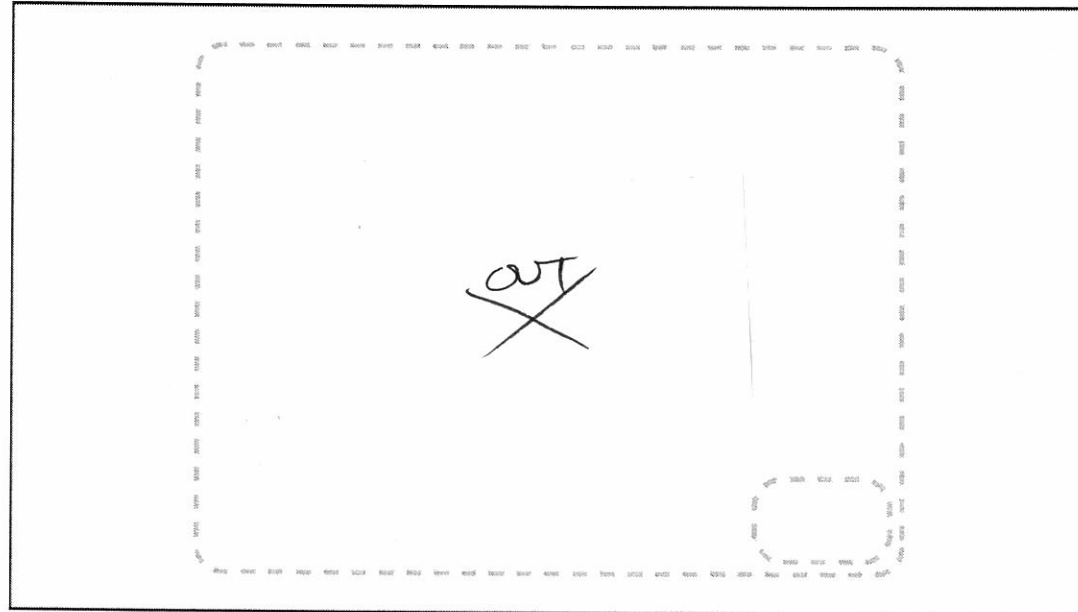


Page 143

Sc. 116 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(J:) UNH!!

Action:

Timing:

EPISODE #

Production :

1014-115

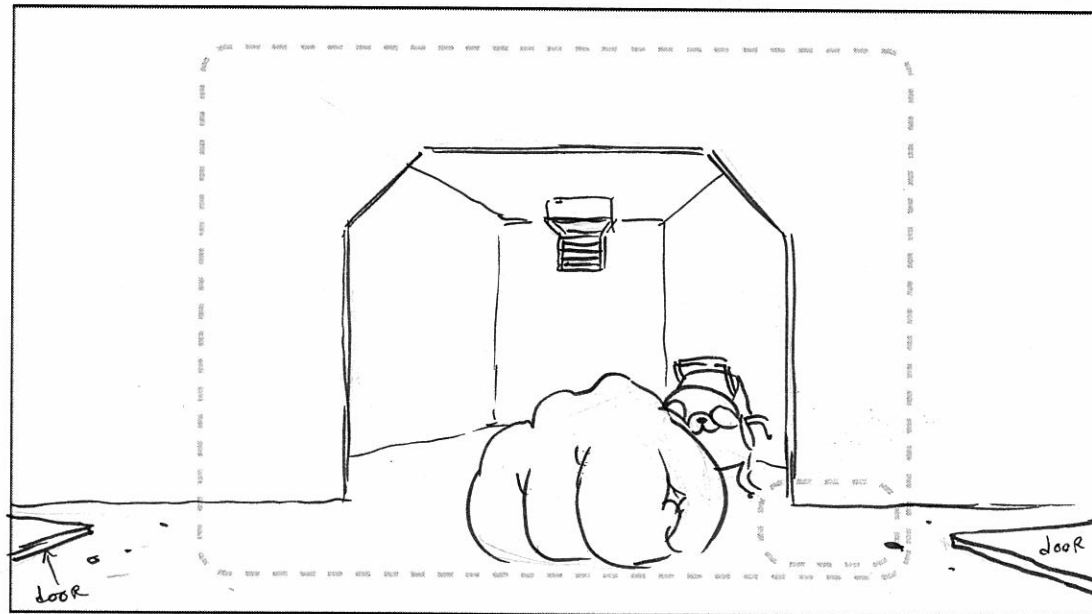


# ADVENTURE TIME

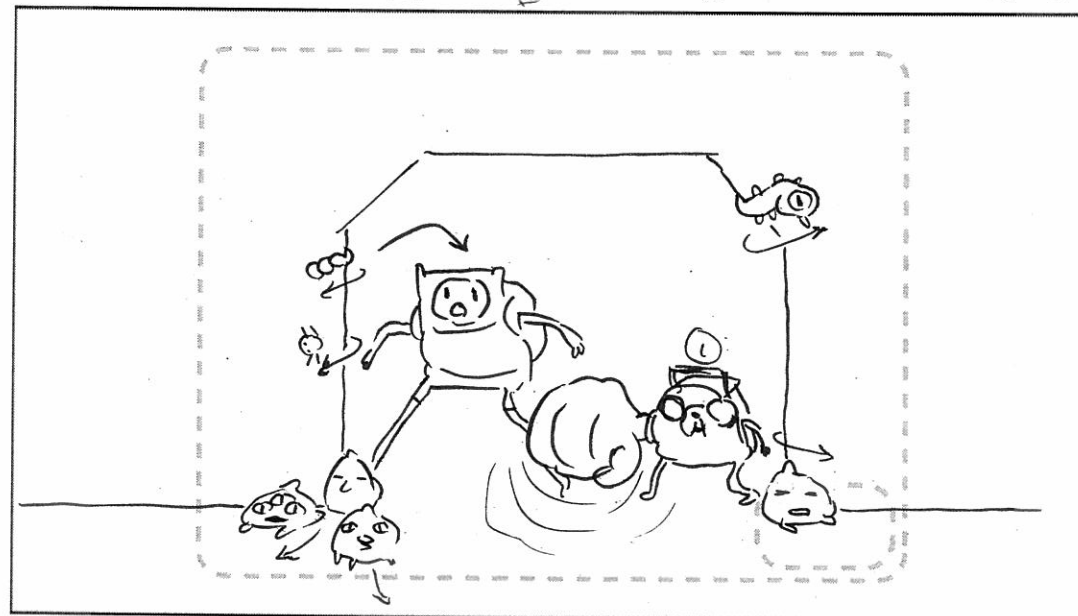


Page 144

Sc. 117 Pnl. A Bg. day night



Sc. 117 Pnl. B Bg. day night



Dialog:

(MUTANTS): [WALLA]: candy candy hungry food  
(FINN) LEMONGRABS YOU'RE FREE!

Action:

Timing:



EPISODE #

Production :

1U14-115

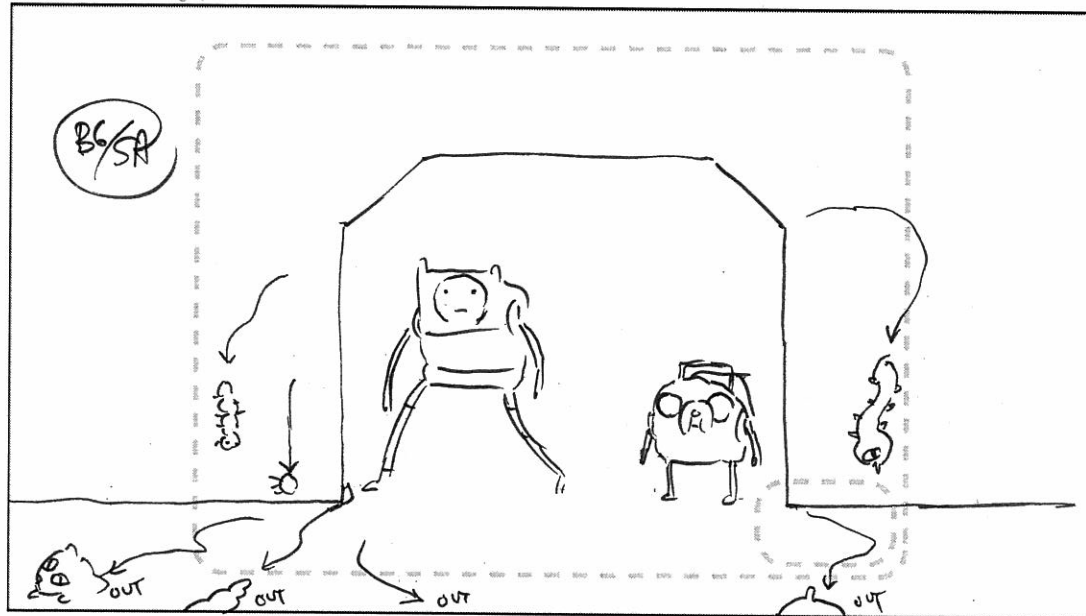


# ADVENTURE TIME

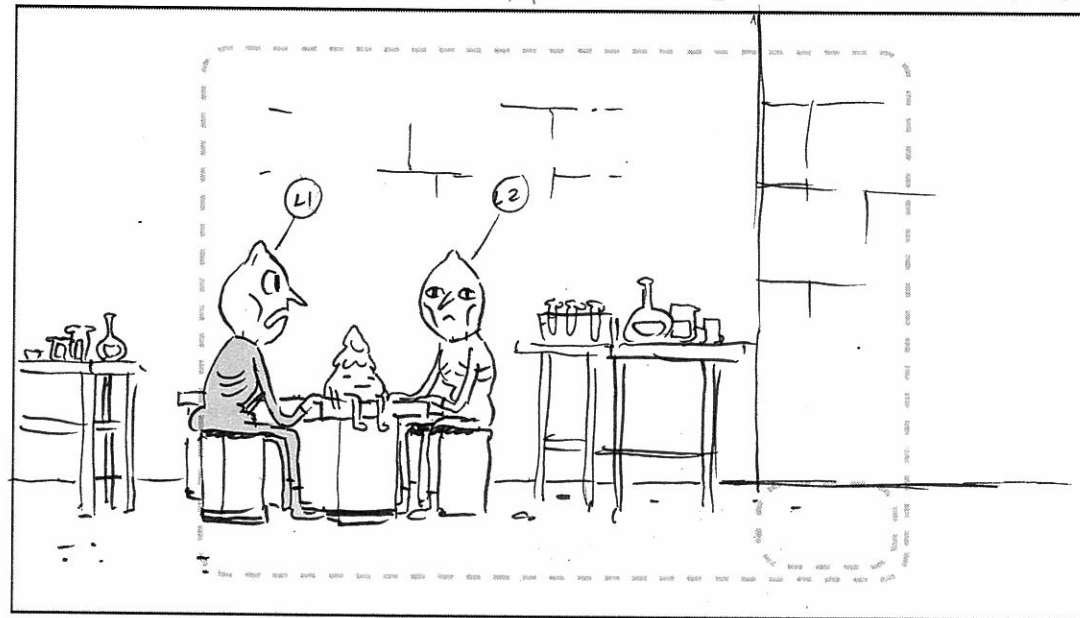


Page 145

Sc. 117 Pnl. C Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:

(LG1) (O.S.) THEY BROKE THE DOOR!

(MUTANTS) [still candy walls]

(LG1) THE DOOR IS BROKEN NOW!

Action:

Timing:

EPISODE #

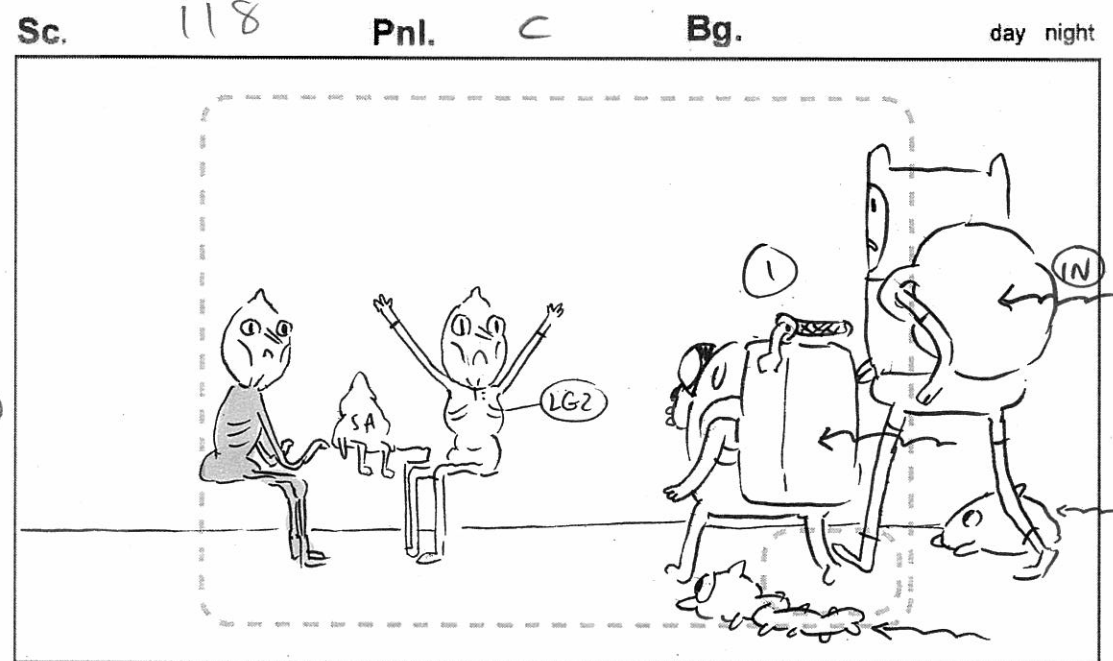
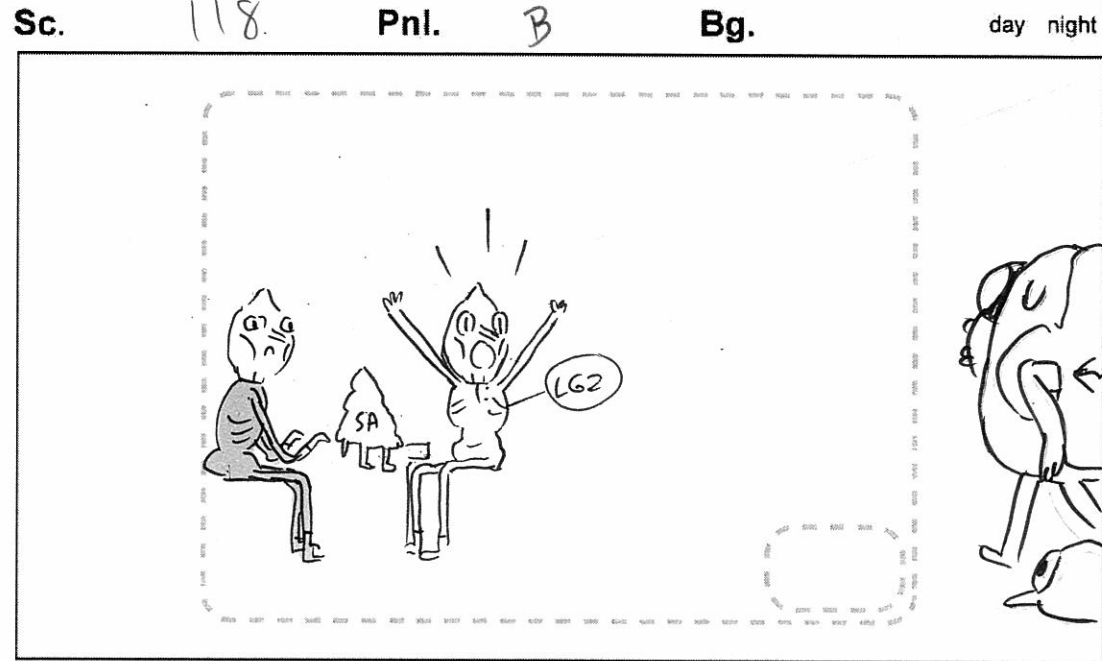
Production :

1014-115

# ADVENTURE TIME



Page 146



Dialog:

(LG2) FIX THE DOOR !!

(J) Fix the door? What? What? →

Action:

Timing:



EPISODE #

Production :

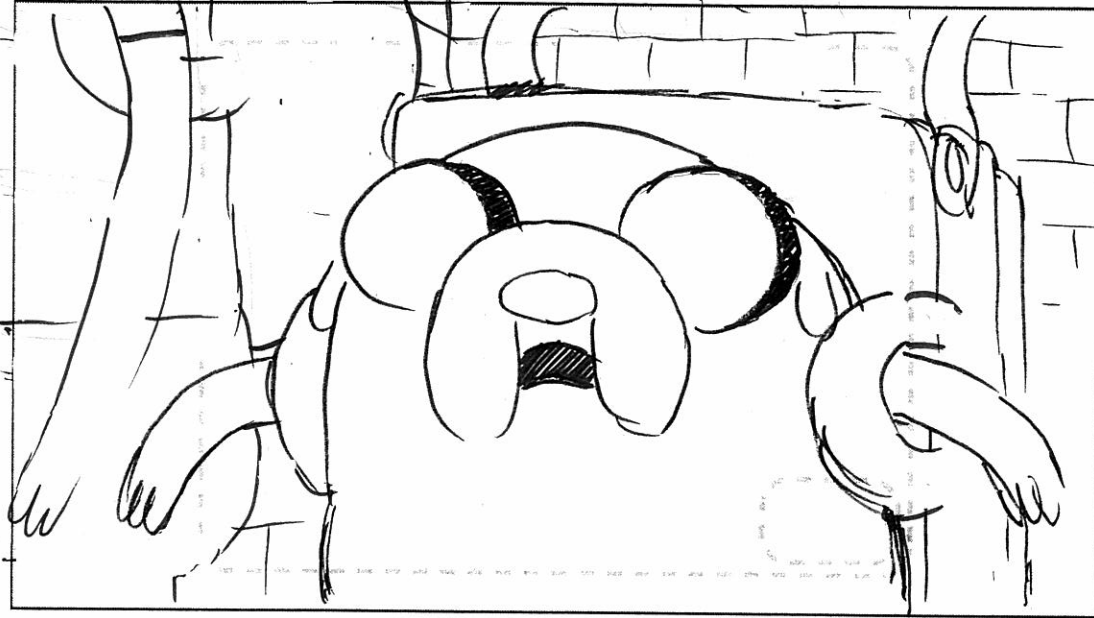
1014-115

# ADVENTURE TIME

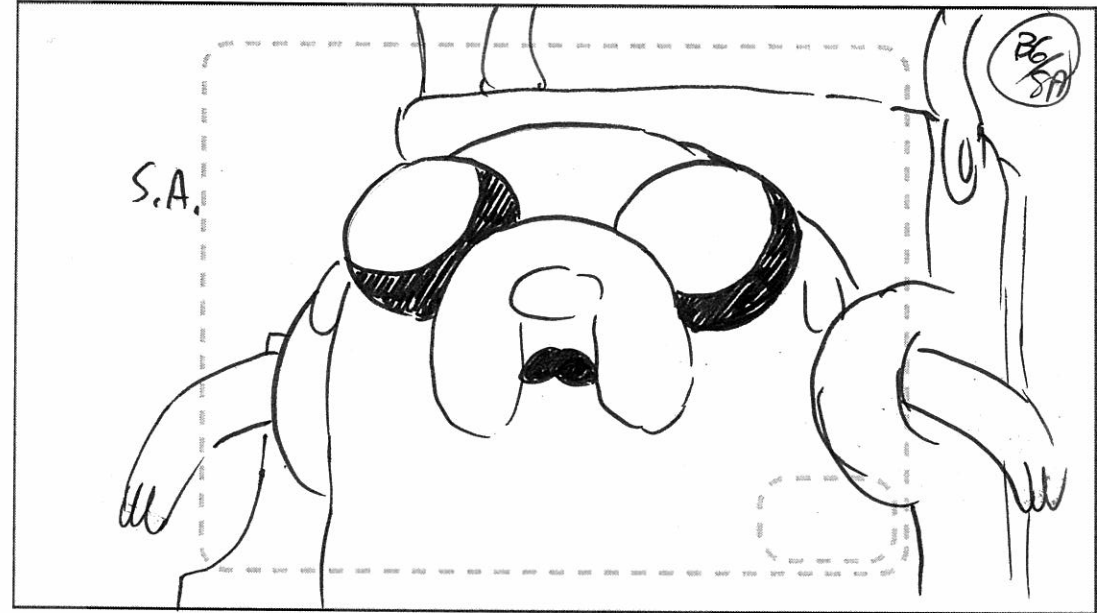


Page 147

Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



Dialog: (J) Fix the door? Fix? What?  
 What's going on here, "fix the door"? → Finn? What's going on?  
 "Fix the door"?

Action:

Timing:

EPISODE #

Production :

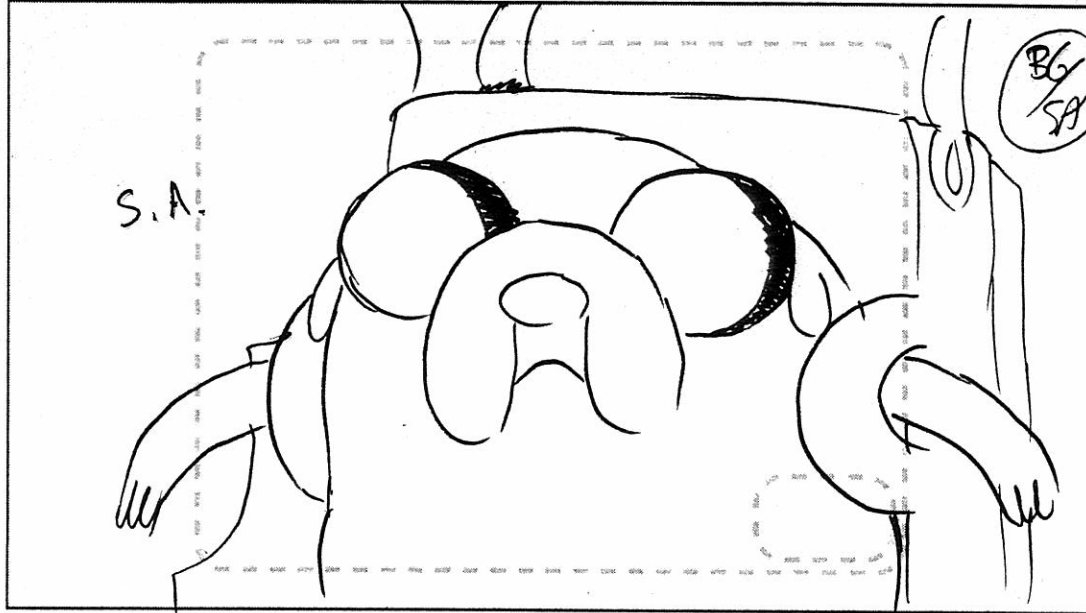
1014-115

# ADVENTURE TIME

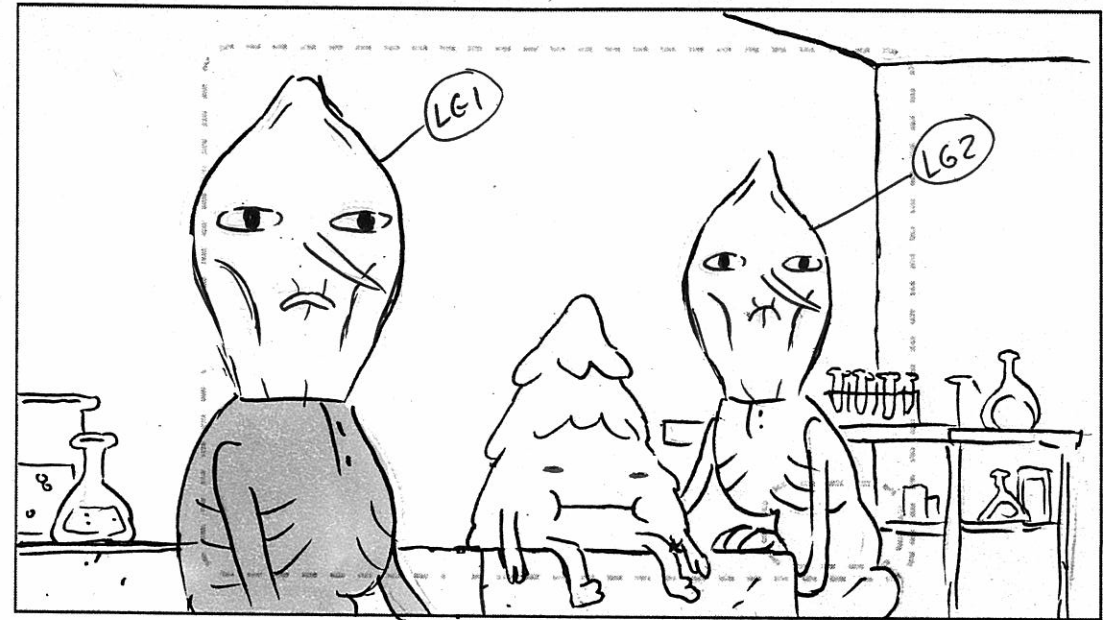


Page 148

Sc. 119 Pnl. C Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:

LG1 O.S.: mmn... just forget it.

LG1: It doesn't matter anymore.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME

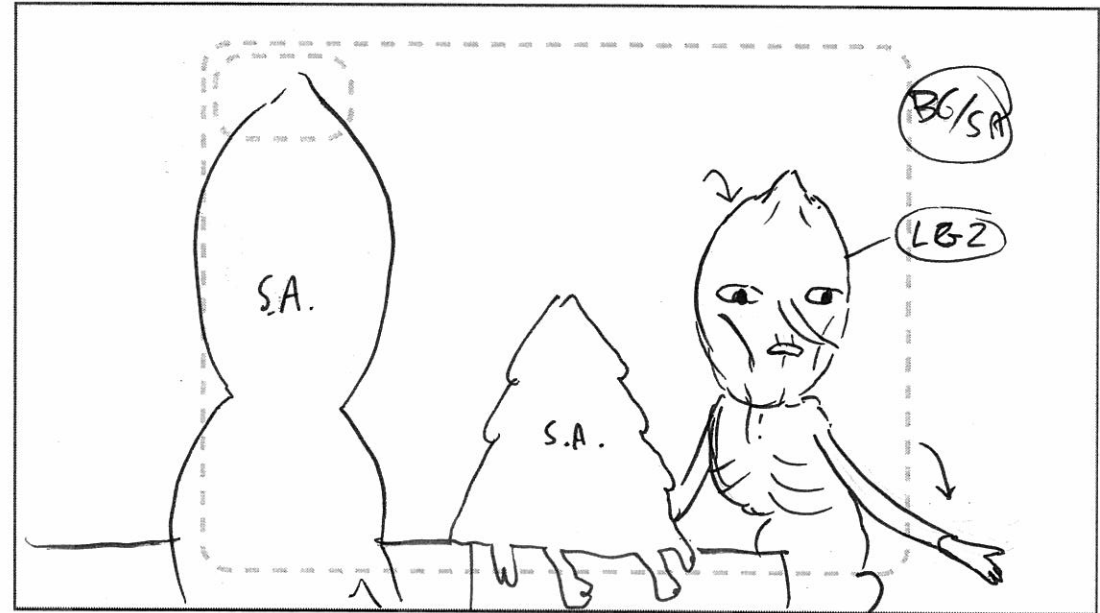


Page 149

Sc. 120 Pnl. B Bg. day night



Sc. 120 Pnl. C Bg. day night



Dialog:

(LG2) There is no more candy to hoard.

(L2) Let them keep what crumbs they find.

Action:

Timing:

EPISODE #

Production :

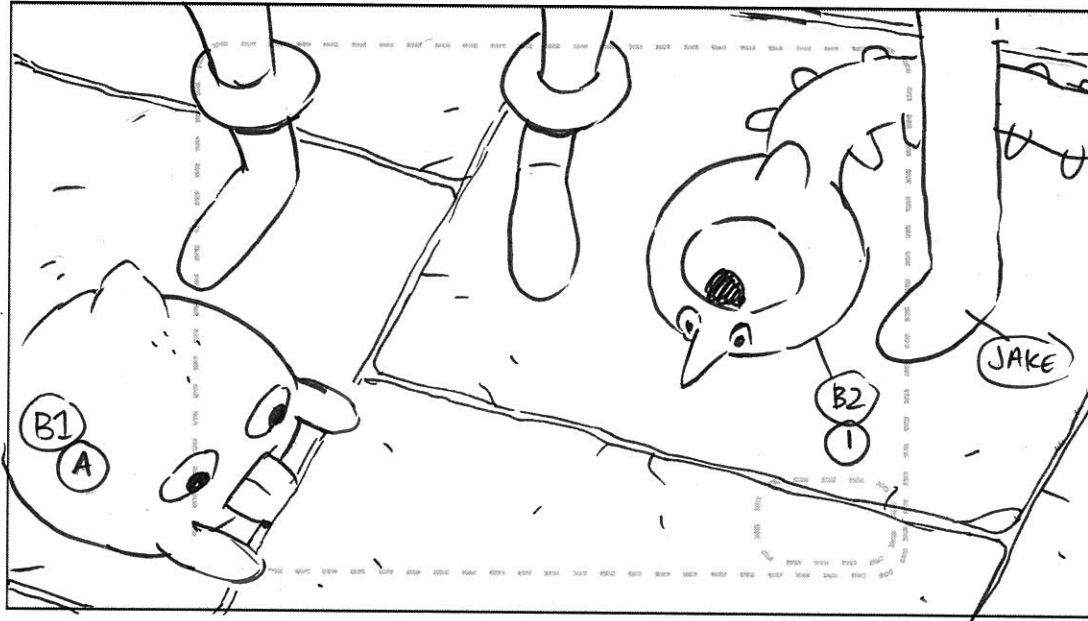
1014-115

# ADVENTURE TIME

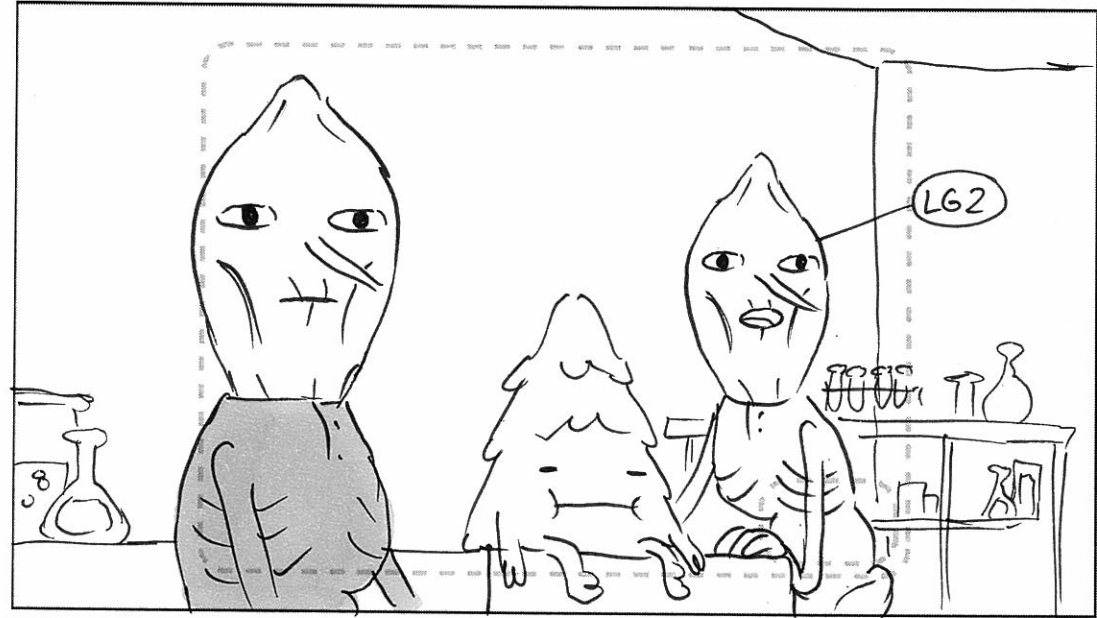


Page 150

Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:

(B2): ① \*sniff sniff \*

(B2): ② \*sniff sniff sniff \*

(B1): \*lick lick lick lick lick \*

(LG2): FOR there are no crumbs.

Action: B1: A B A B A B etc.

Timing:

(B1) ①

(B2) ②

NO NOSTRILS WHEN NOT SNIFFING

EPISODE #

Production :

1014-115

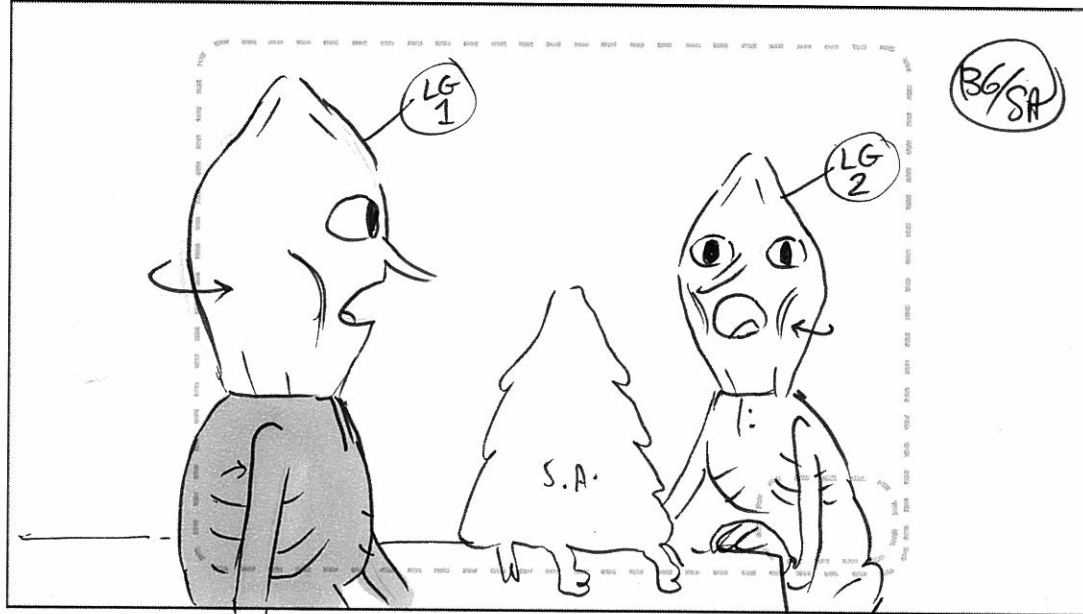


# ADVENTURE TIME

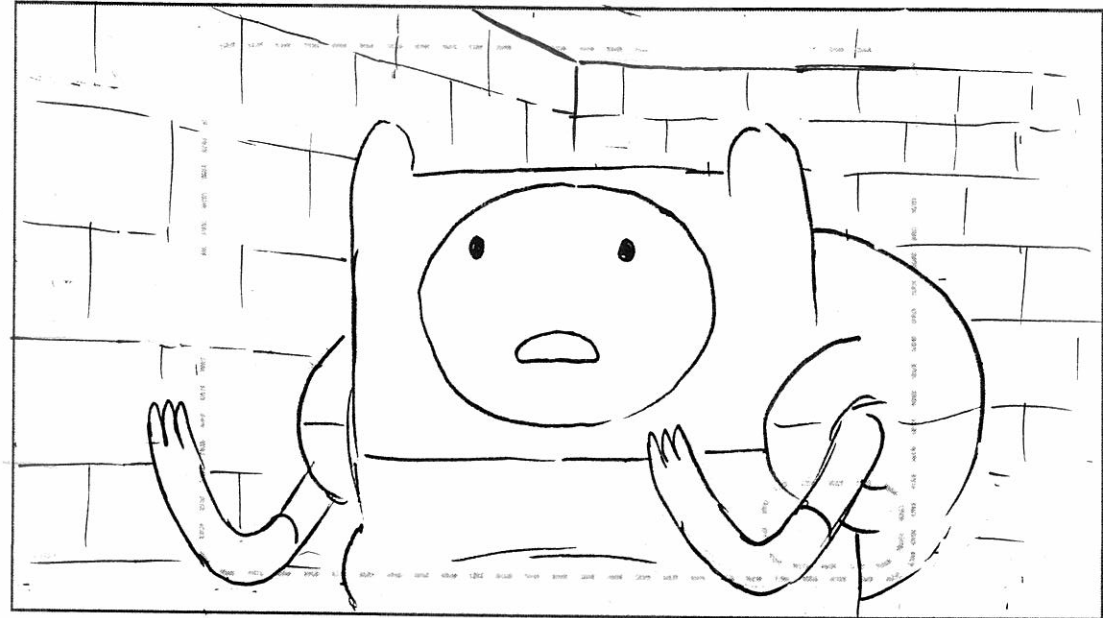


Page 151

Sc. 122 Pnl. B Bg. day night



Sc. 123 Pnl. A Bg. day night



<p><b>Dialog:</b> The two Lemongrabs harmonize:</p> <p>(LG1) [HIGH]: ♪ NOO CRUMMBBSS ♪</p> <p>(LG2) [LOW]: ♪ NOO CRUMMBBSS ♪</p>	<p>(F:) Are you saying you locked yourselves down here →</p>
<p><b>Action:</b> LGs turn, then sing</p>	
<p><b>Timing:</b></p>	

EPISODE #

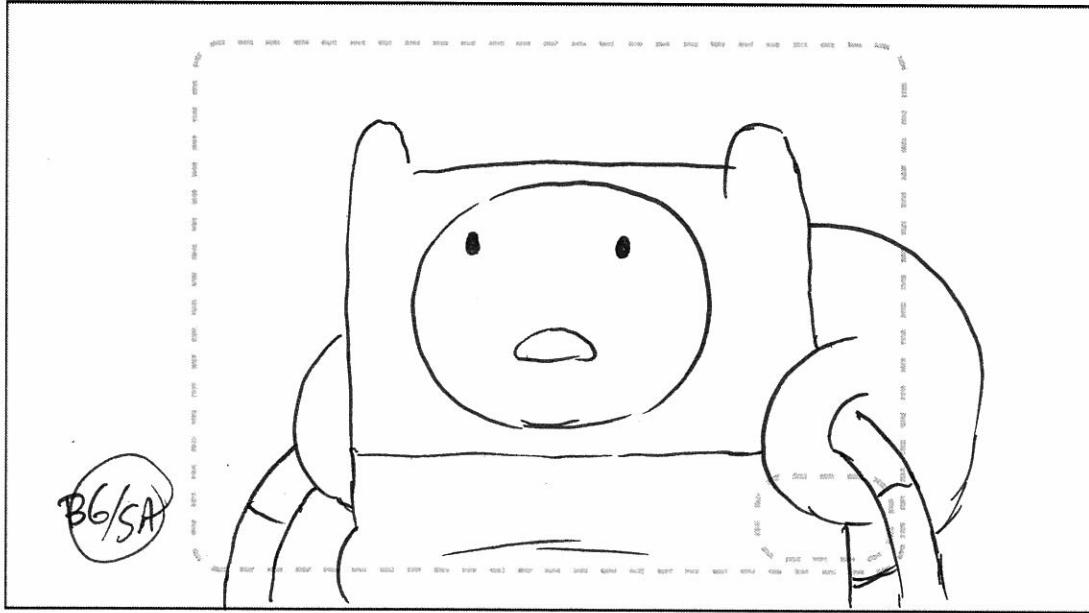
Production :

1014-115

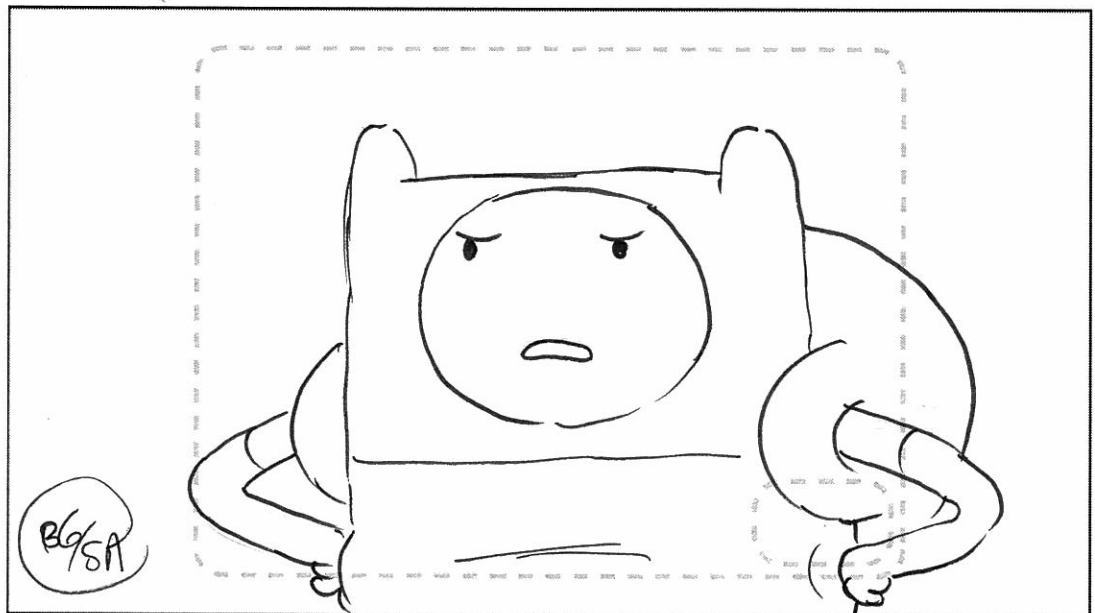
ADVENTURE TIME



Sc. 123 Pnl. B Bg. day night



Sc. 123 Pnl. C Bg. day night



Dialog:  
→ with all the food so you could eat it yourselves? → Geez man.

Action:

Timing:

EPISODE #

Production :

1014-115

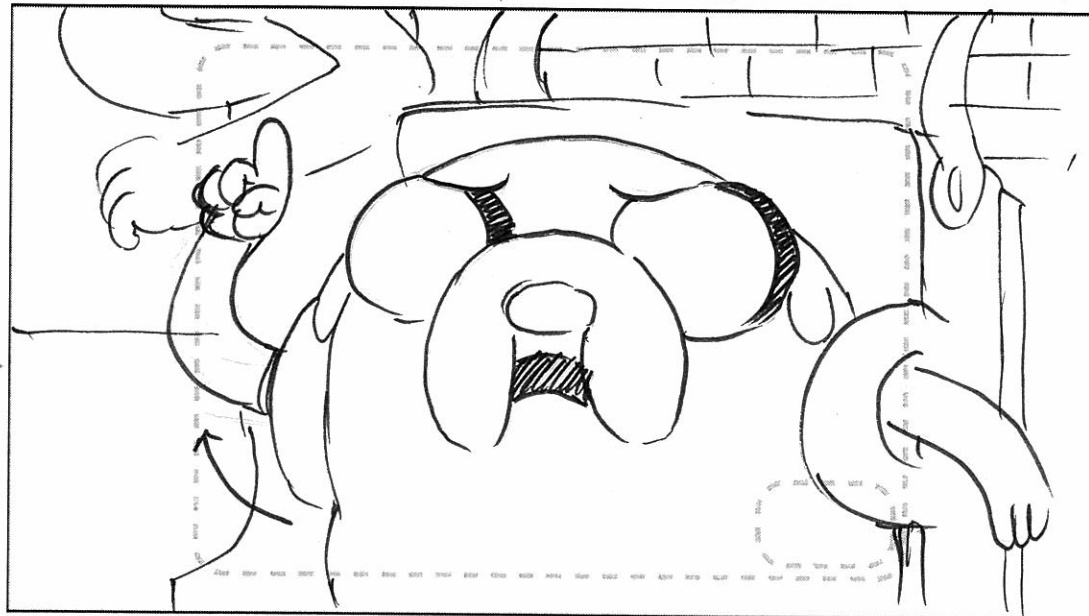


# ADVENTURE TIME

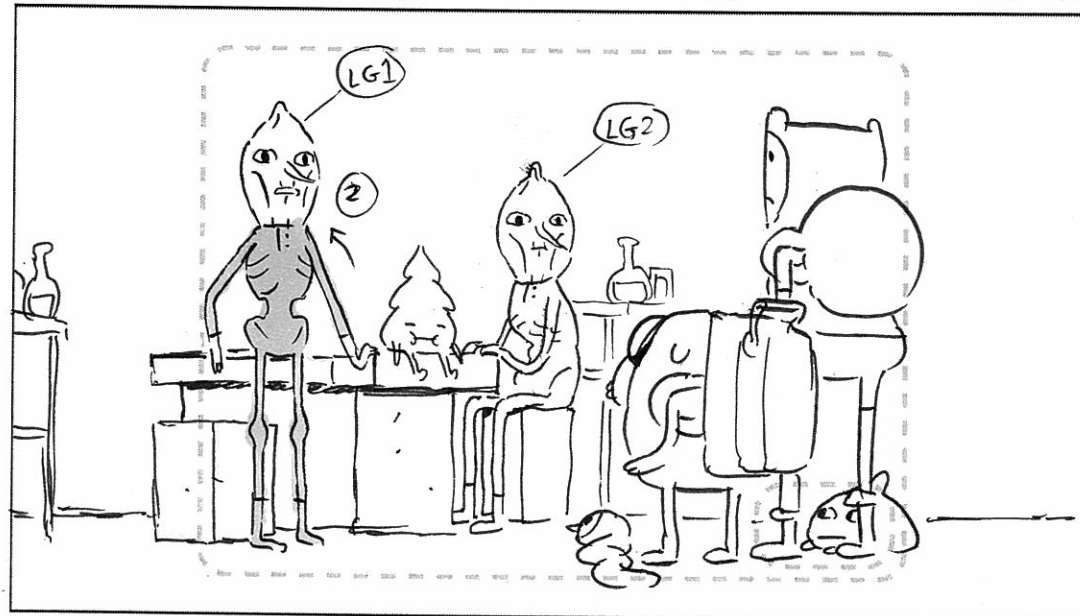


Page 153

Sc. 124 Pnl. A Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog: (J:) You know there's guys  
starvin' up there!?

LG1: mmn - No No - you do  
not understand.

Action:

Timing:



EPISODE #

Production :

1014-115

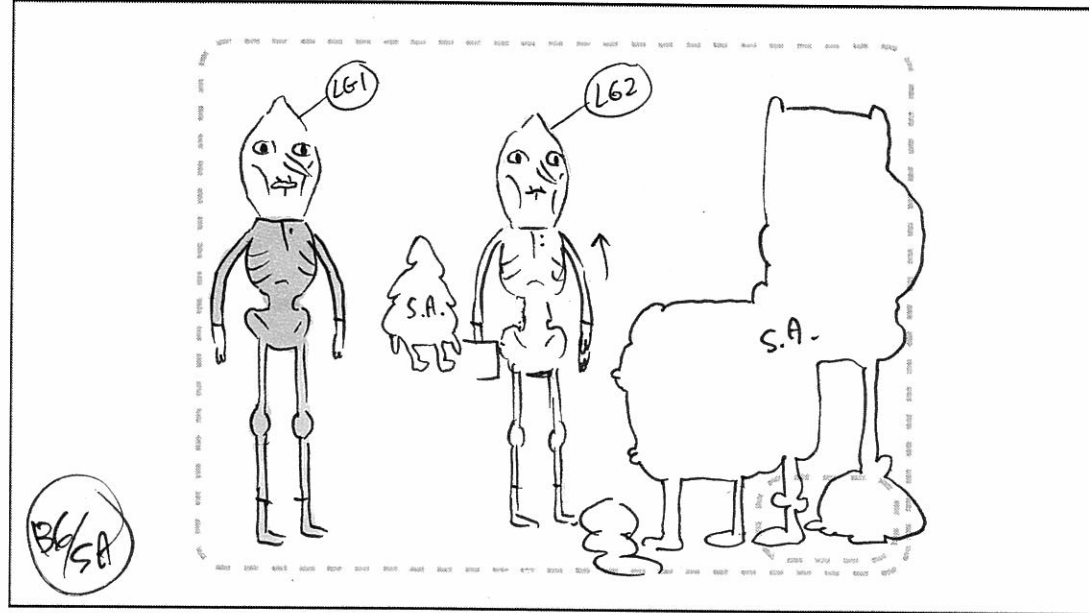
# ADVENTURE TIME



Page 154

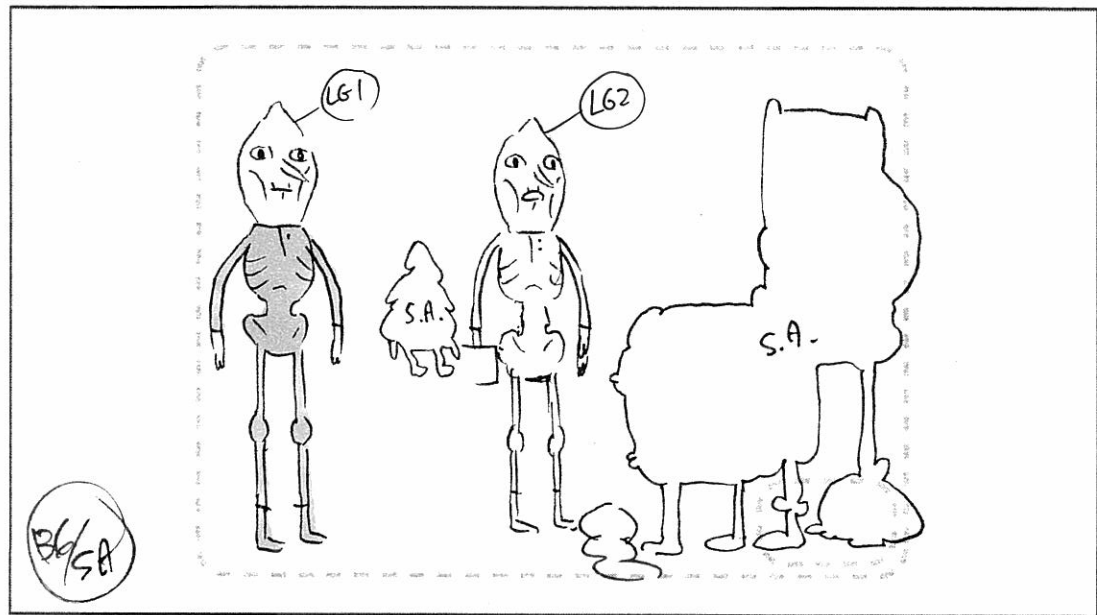
Sc. 125 Pnl. B Bg.

day night



Sc. 125 Pnl. C Bg.

day night



Dialog: (LG1) It is not us for whom they starve, but them.

(LG2) ... For whom they starve.

Action:

Timing:

Production :

EPISODE #

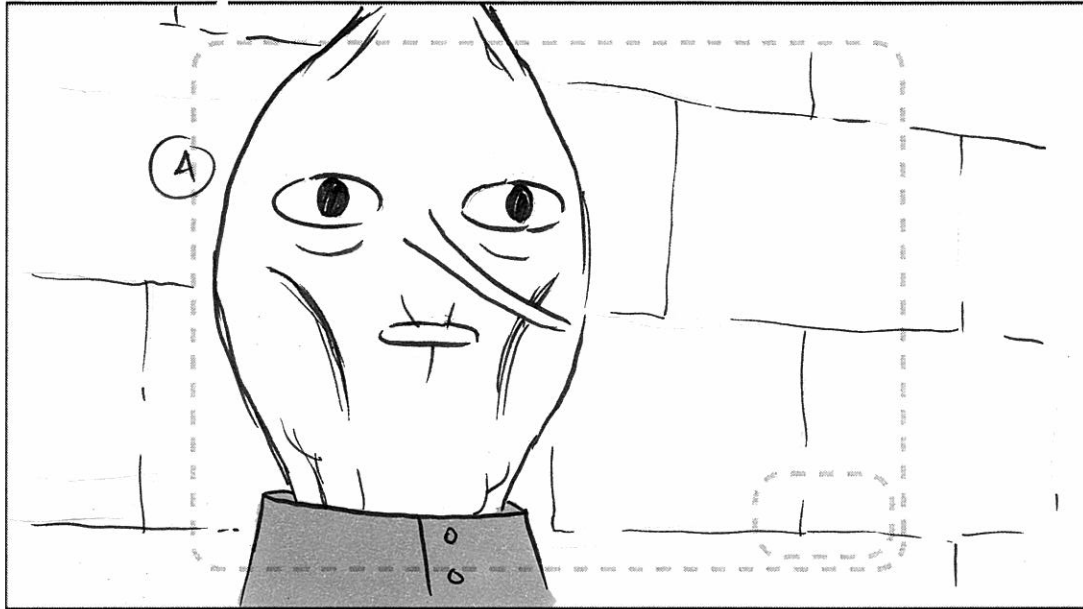
1014-115

# ADVENTURE TIME

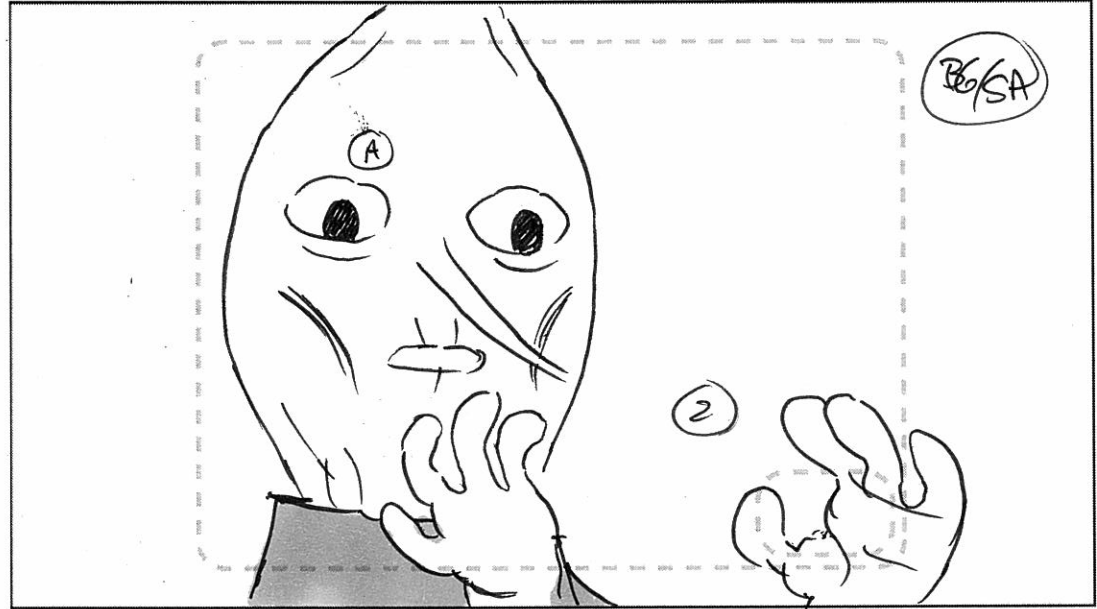


Page 155

Sc. 126 Pnl. A Bg. day night



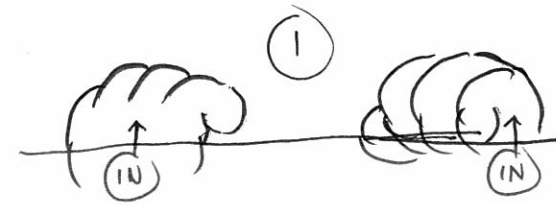
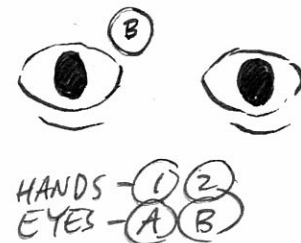
Sc. 126 Pnl. B Bg. day night



Dialog: (LG1) mmm...<sup>(B)</sup> yes yes, for the candy food was not consumed.  
<sup>(B)</sup> no no →

(LG1) But was given life.

Action: eyes go to pose <sup>(B)</sup> on "yes yes" and "no no", then back to <sup>(A)</sup>



EPISODE #

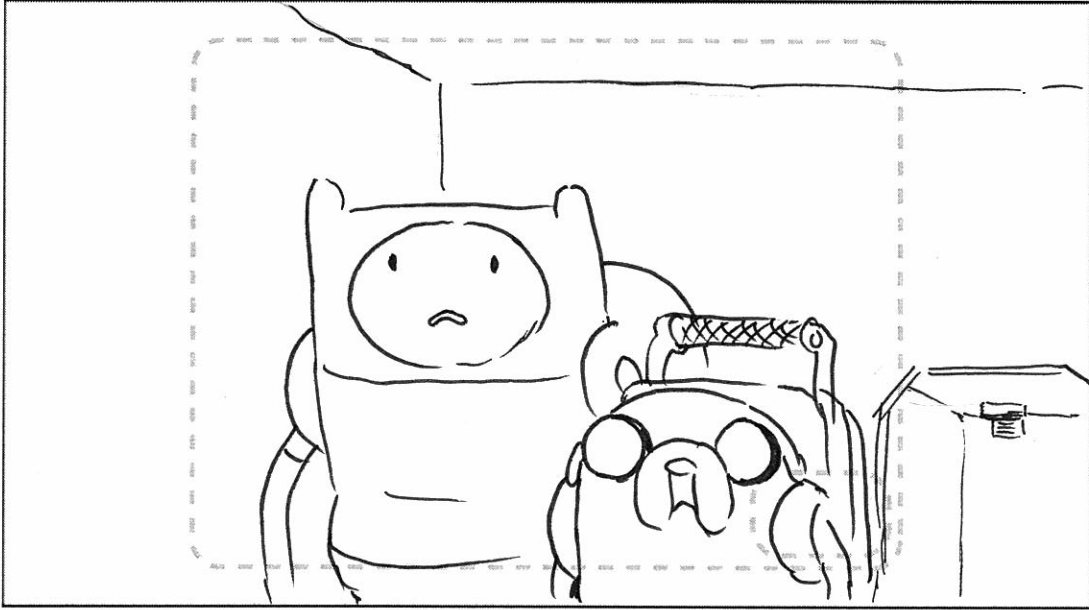
1U14-115

Production :

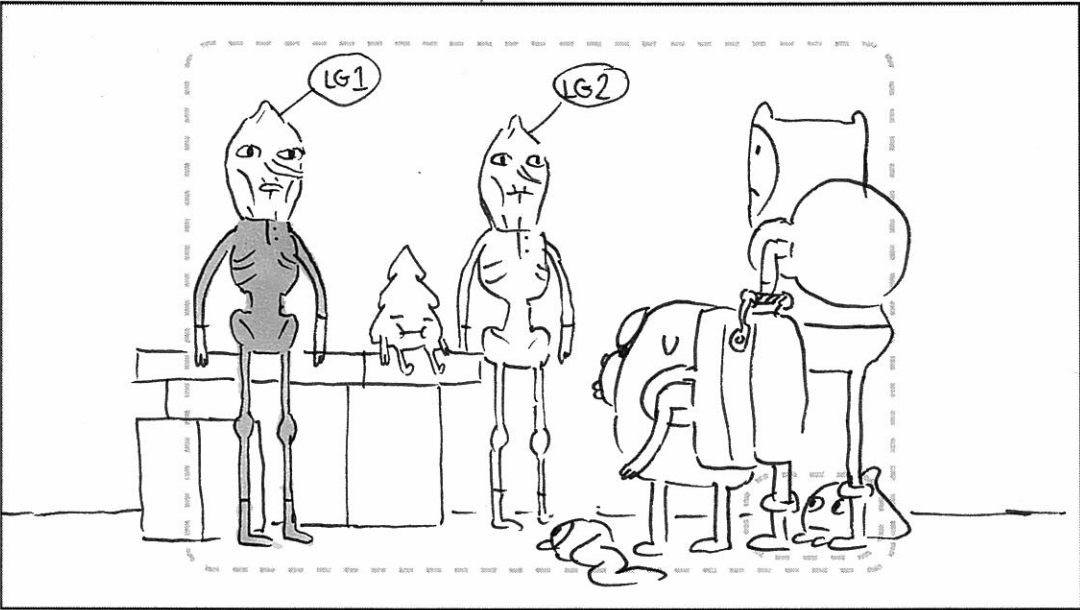
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	(F:) wha?...	(LG1:) You see Finn...
Action:		
Timing:		

EPISODE #

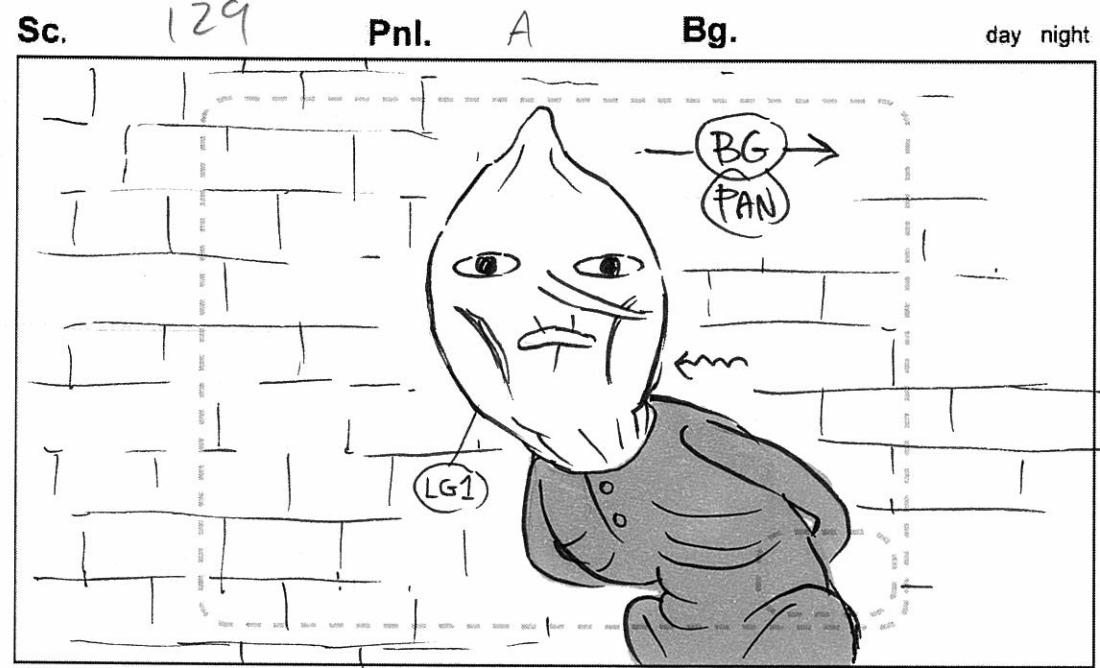
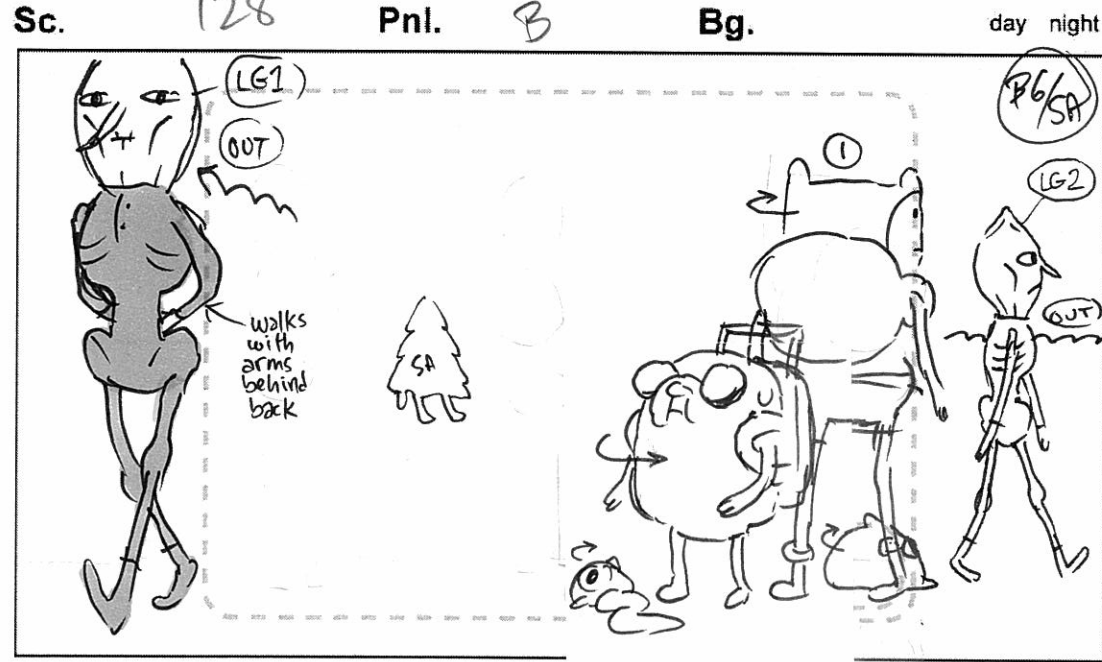
Production :

1014-115

# ADVENTURE TIME



Page 157



Dialog:

Action:

Timing:



LG1 when mother-princess last visited Lemongrab...

Production :

EPISODE #

1014-115

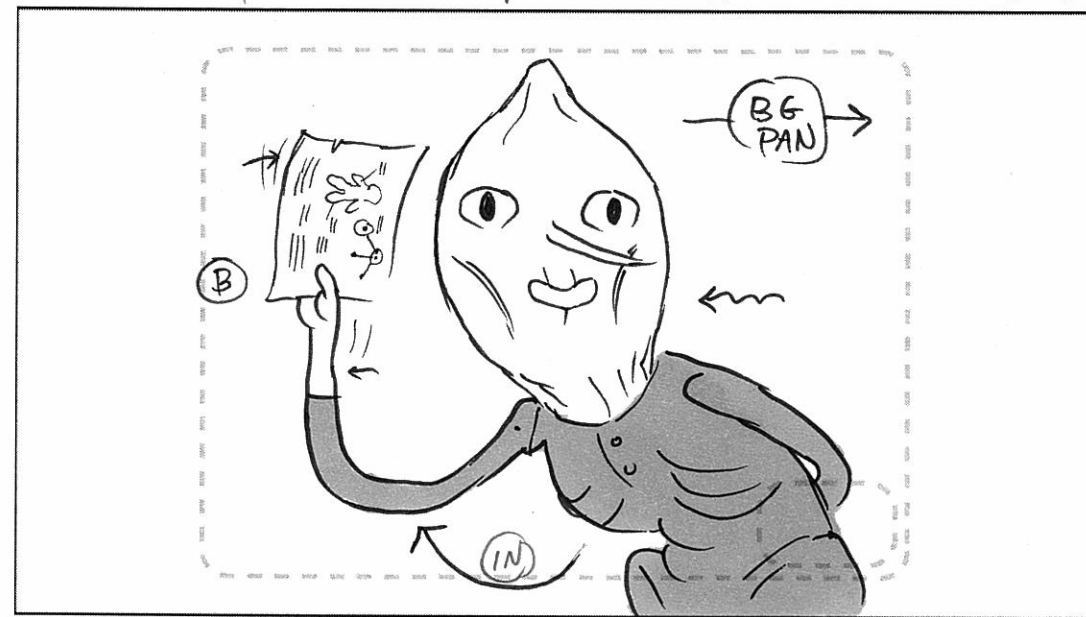
# ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:

(LG2) When she saw fit to create ME, Lemongrab.

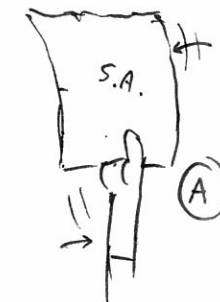
(LG1) She left behind a little something-something...

Action:



Timing:

(A) (B) (A) (B) (A) (B)



Production :

EPISODE #

1014-115



# ADVENTURE TIME

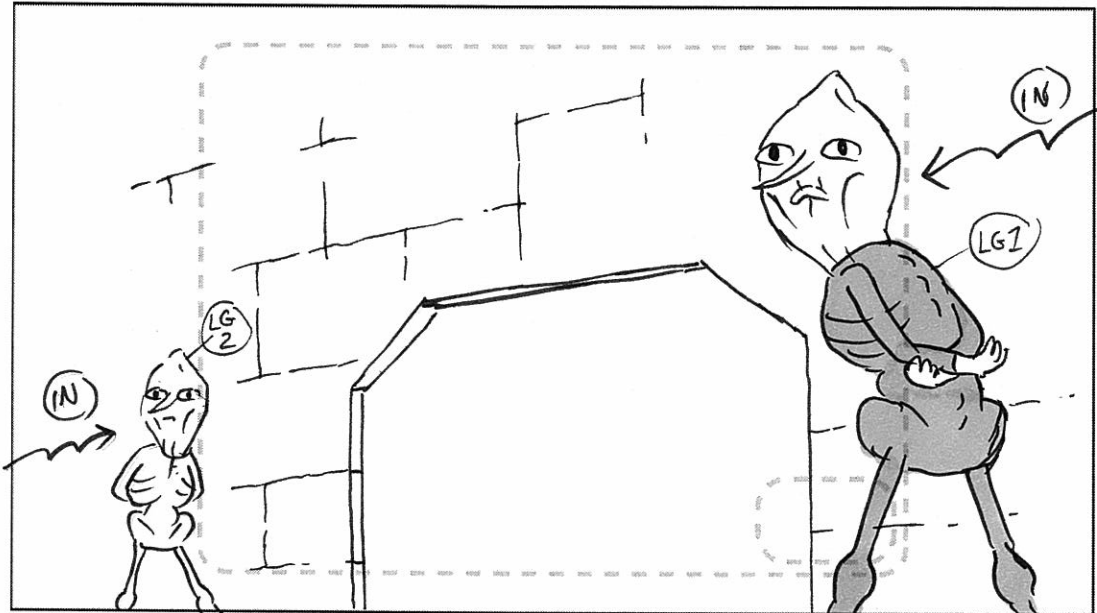


Page 159

Sc. 132 Pnl. A Bg. day night



Sc. 133 Pnl. A Bg. day night



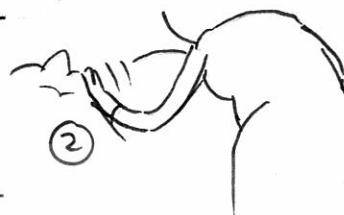
Dialog:

LG1 (O.S.) ... the secret formula  
for creating candy life.

LG1: She must've meant for  
us to have it... →

Action: - This is the Lemongrab castle pantry. The  
shelves are stocked w/ candy food.  
- PB pats the candy in two spots

Timing:



Production :

EPISODE #

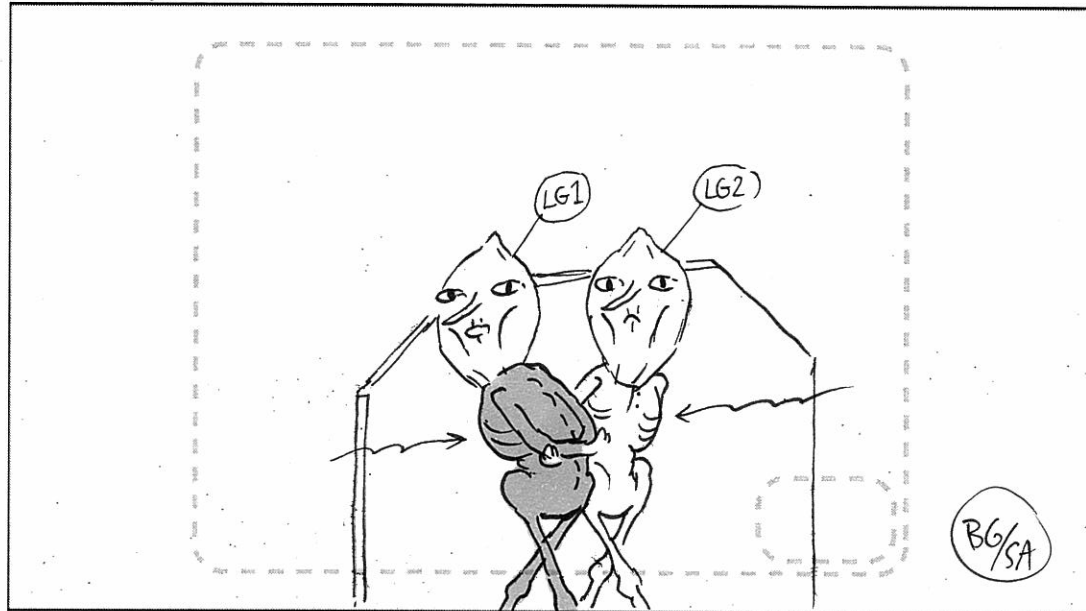
1014-115

# ADVENTURE TIME

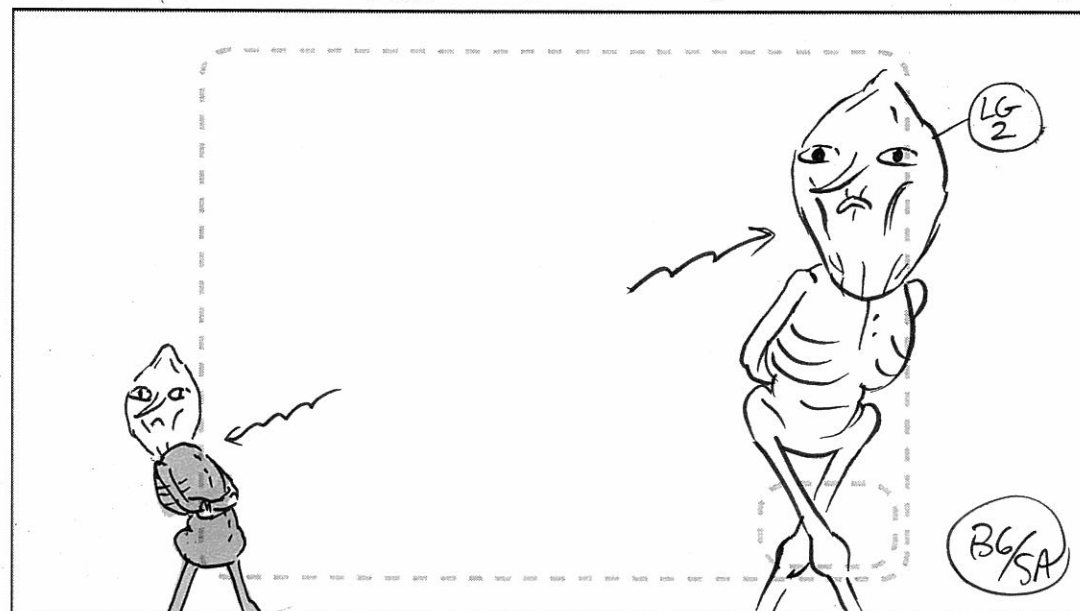


Page 160

Sc. 133 Pnl. B Bg. day night



Sc. 133 Pnl. C Bg. day night



Dialog:

LG1: to keep making more family.

LG2: Yes yes, all her fault.

Action:

Timing:

EPISODE #

Production :

1014-115

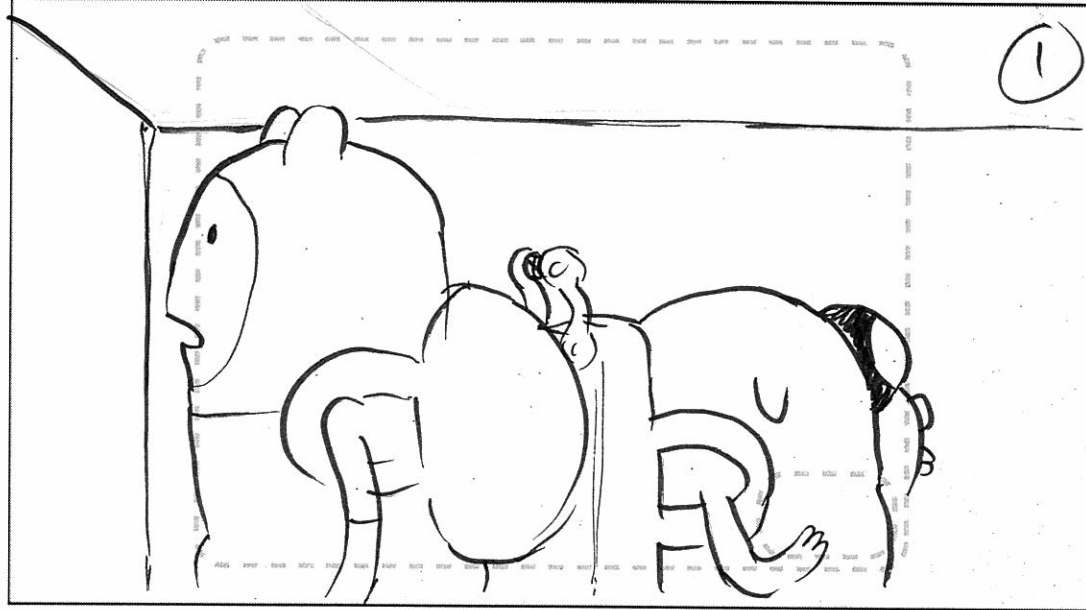


# ADVENTURE TIME

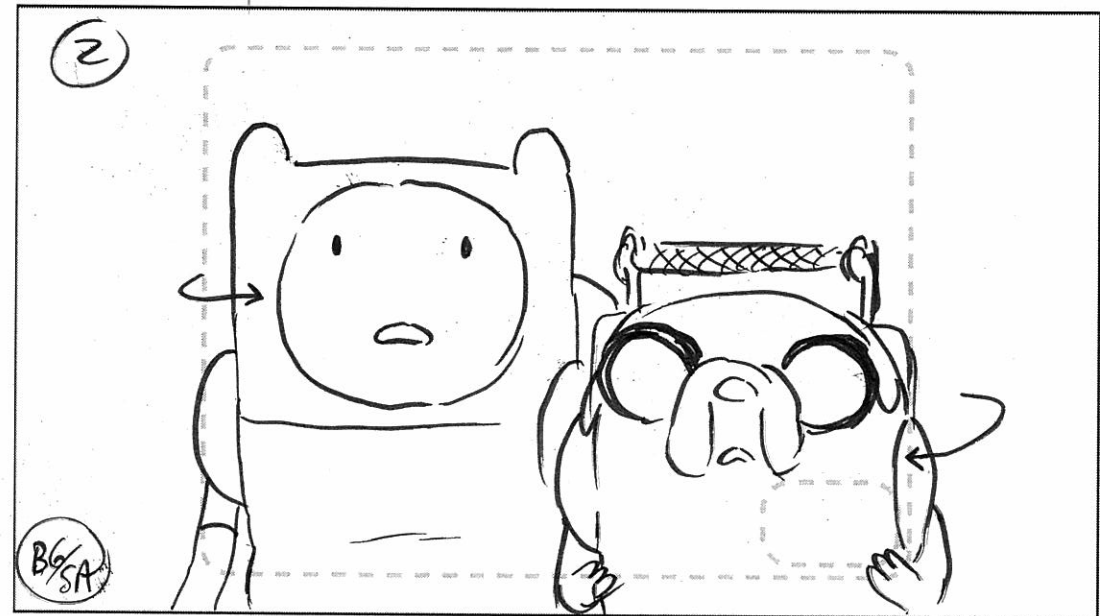


Page 161

Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



Dialog:  
(LG 1) (O.S.) What? What'd you say?  
(LG 2) (O.S.) All her fault.  
(LG 1) (O.S.) Oh!... Indeed! →

Action: F+J slowly turn throughout scene.

Timing:

EPISODE #

1014-115

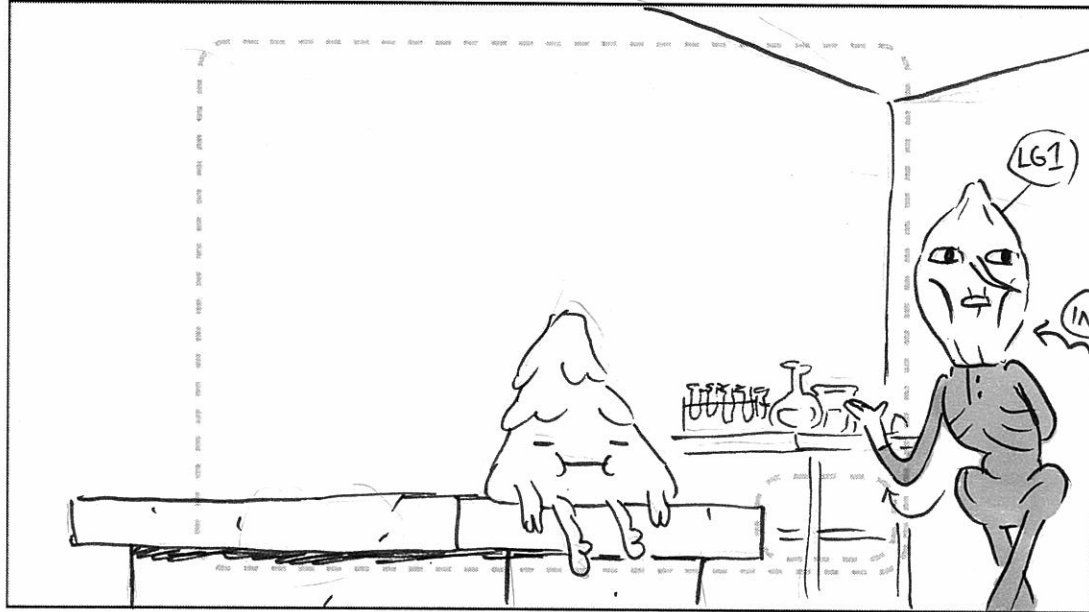
Production :

# ADVENTURE TIME

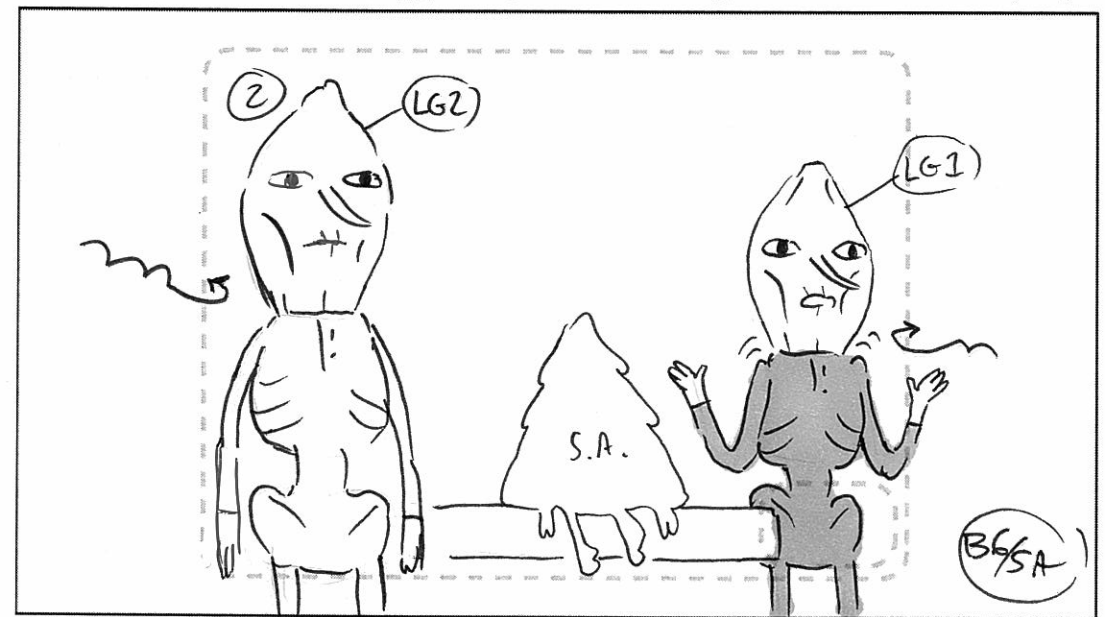


Page 162

Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



Dialog: (LG1) For once we had commenced, —→ how could we desist.

Action: -Lemongrabs arrive in place at the same time.  
-LG1 shrugs

Timing:



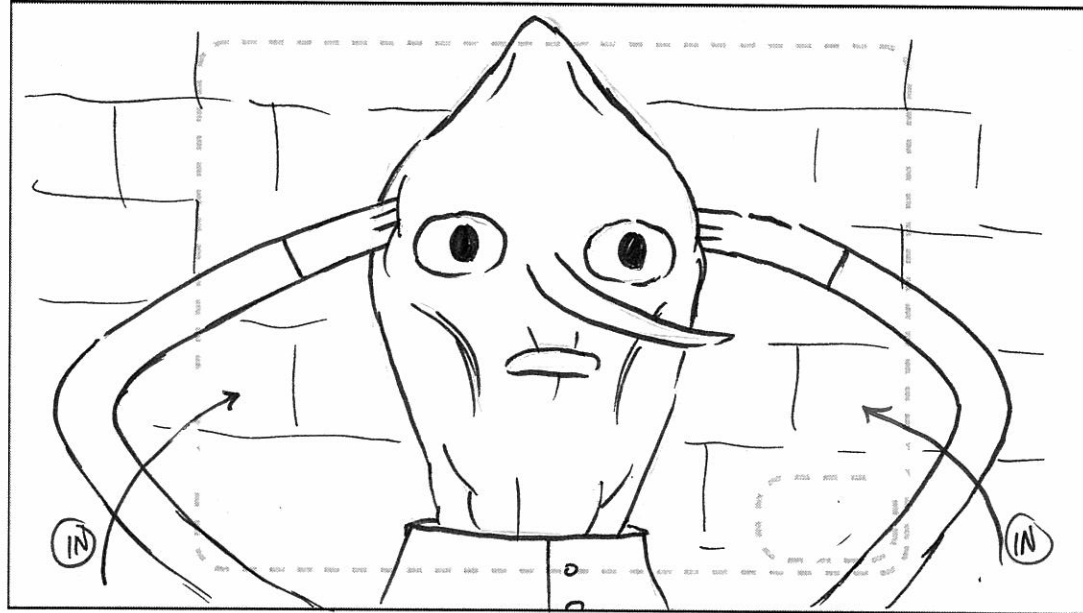
EPISODE #

1014-115

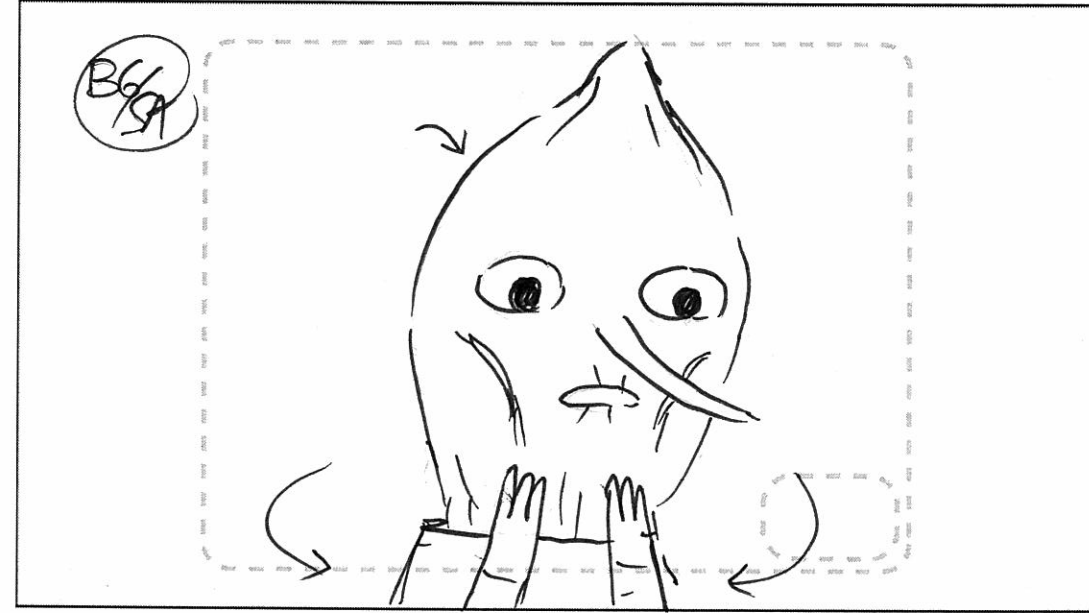
# ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog: LG2: I looked deep in myself, ———→ and found that I'm a guy who can't stop making candy life from the food he needs.

Action:

Timing:

Production :

EPISODE #

1014-115

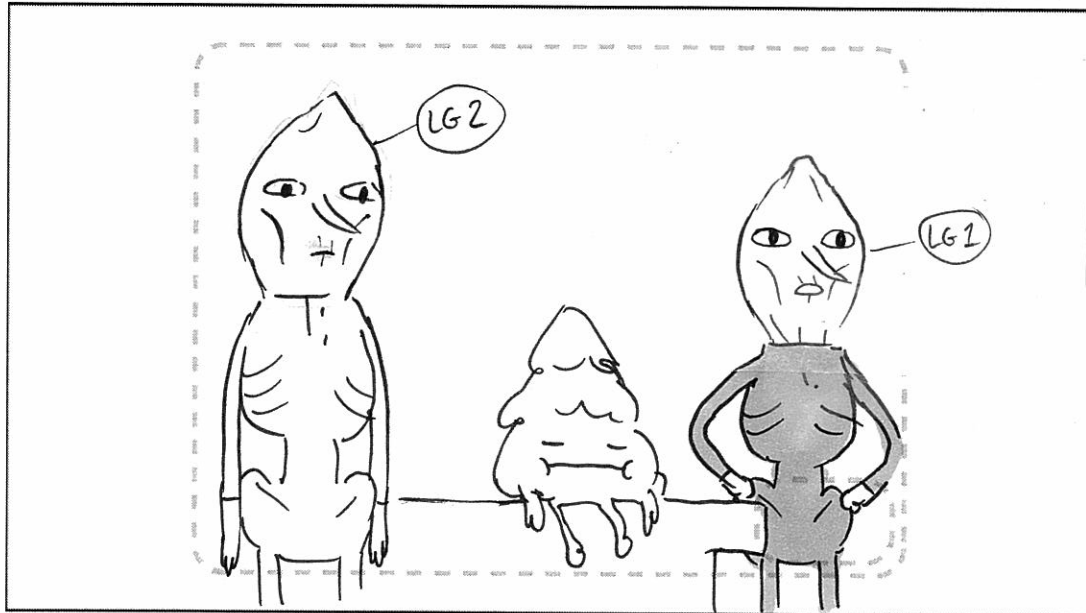
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# ADVENTURE TIME

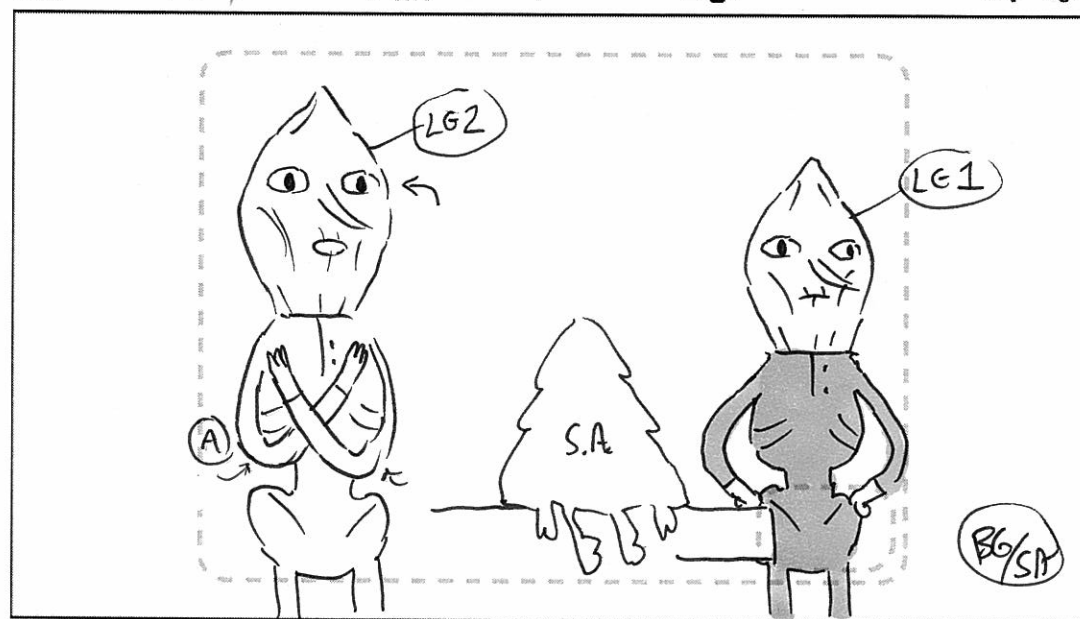


Page 164

Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog: LG1: me too.

LG2: it just felt so pretty okay inside, greeting each new placcid face.

Action:

LG2: A B A B A B A B  
Rubs chest

Timing:



Production :

EPISODE #

30

1014-115

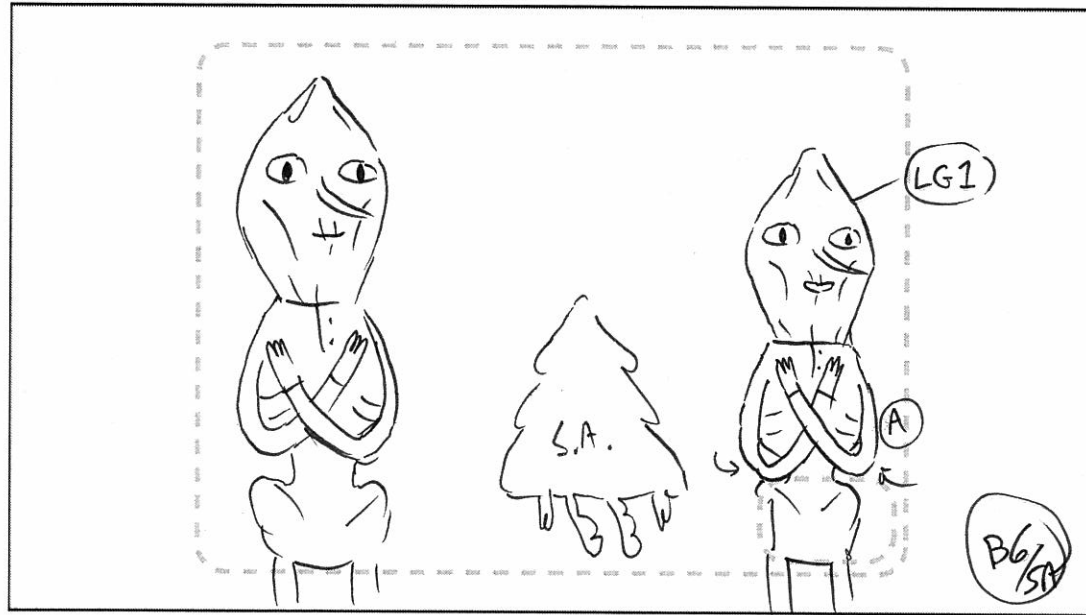
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# ADVENTURE TIME

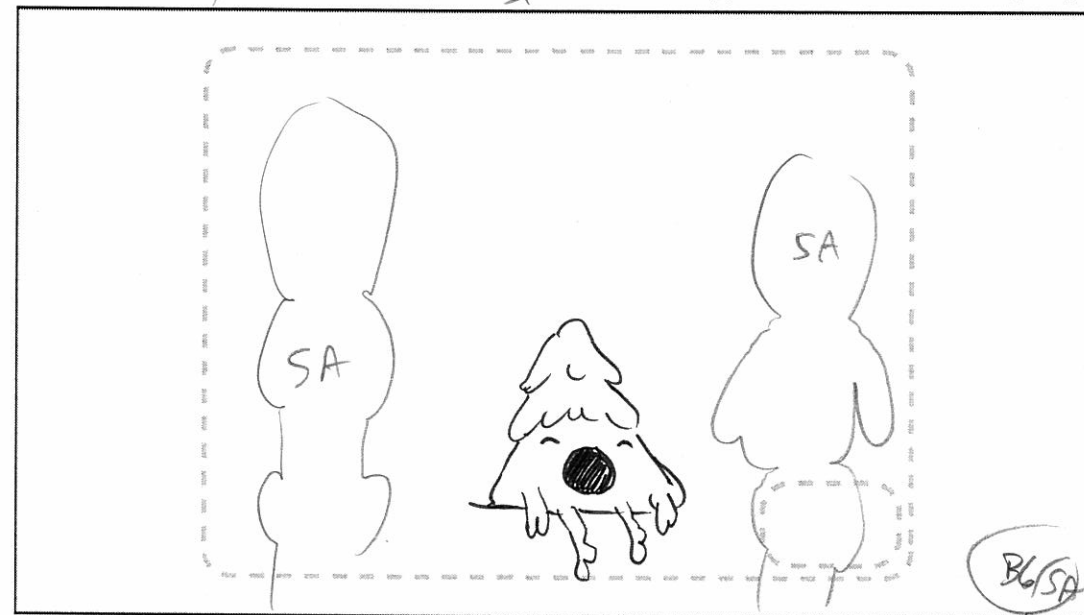


Page 165

Sc. 137 Pnl. C Bg. day night



Sc. 137 Pnl. D Bg. day night



Dialog: LG1: and hearing each new  
piercing song.

Action: LG1 - A B A B A B A B  
Rubs chest  
LG2 - stops rubbing chest



PLOP-TOP: [MOUTH OPENS BUT DOESN'T SYNCH -  
JUST STAYS OPEN DURING SINGING]:

\* lady's opera singing \*

ALT: something  
crazier

Timing:

EPISODE #

Production :

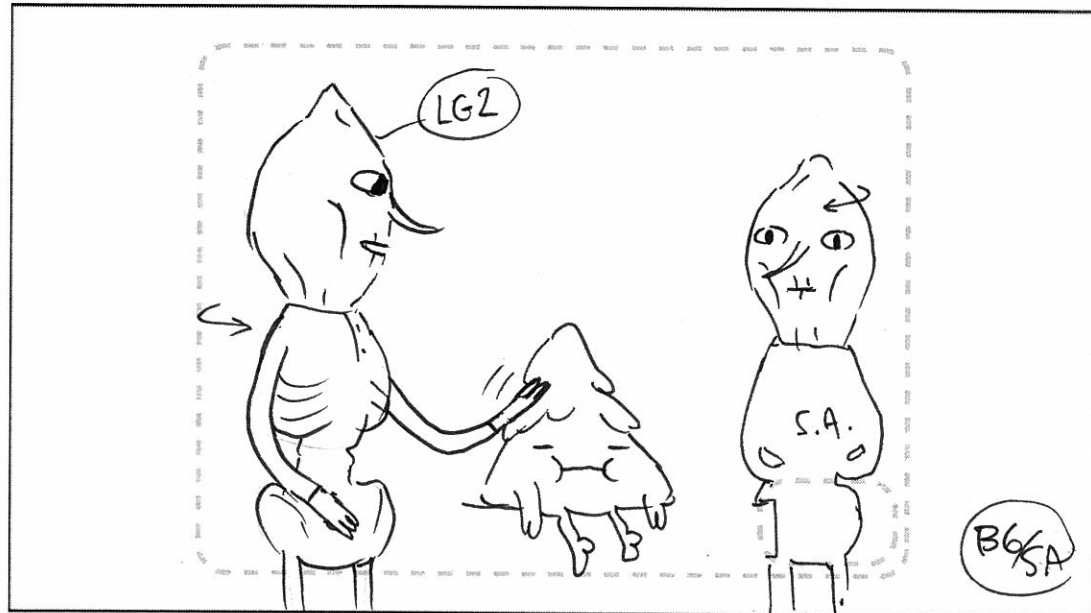
1014-115

# ADVENTURE TIME

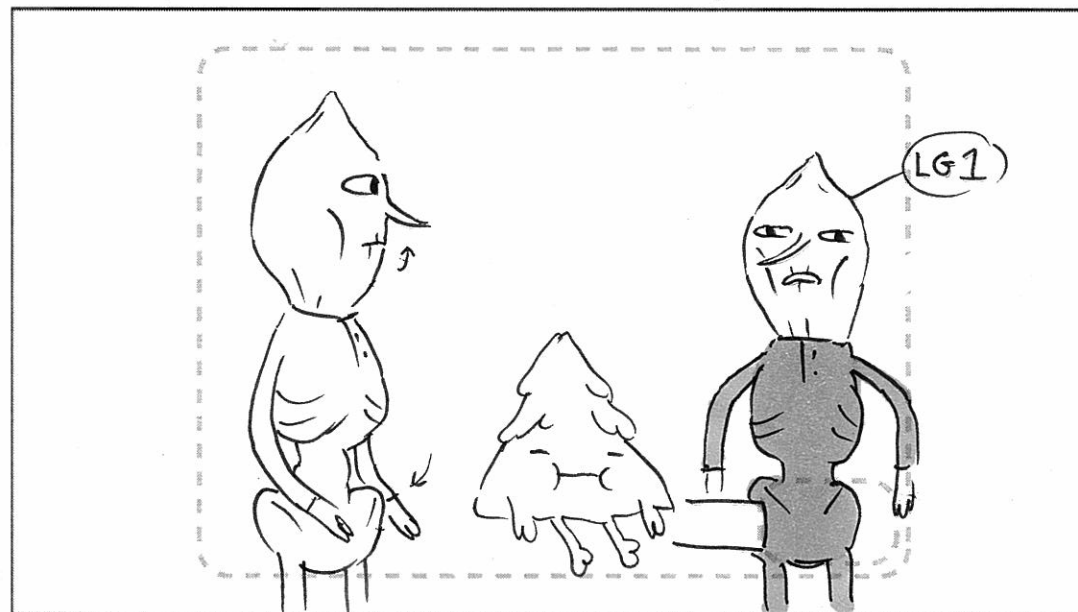


Page 166

Sc. 137 Pnl. E Bg. day night



Sc. 137 Pnl. F Bg. day night



Dialog:

(LG2): We used the last of the food to make "Plop-Top" here.

(LG1): mnnnnhm.... I thought we said "Dump-Dome".

Action:

Timing:

EPISODE #

1014-115

32

Production :

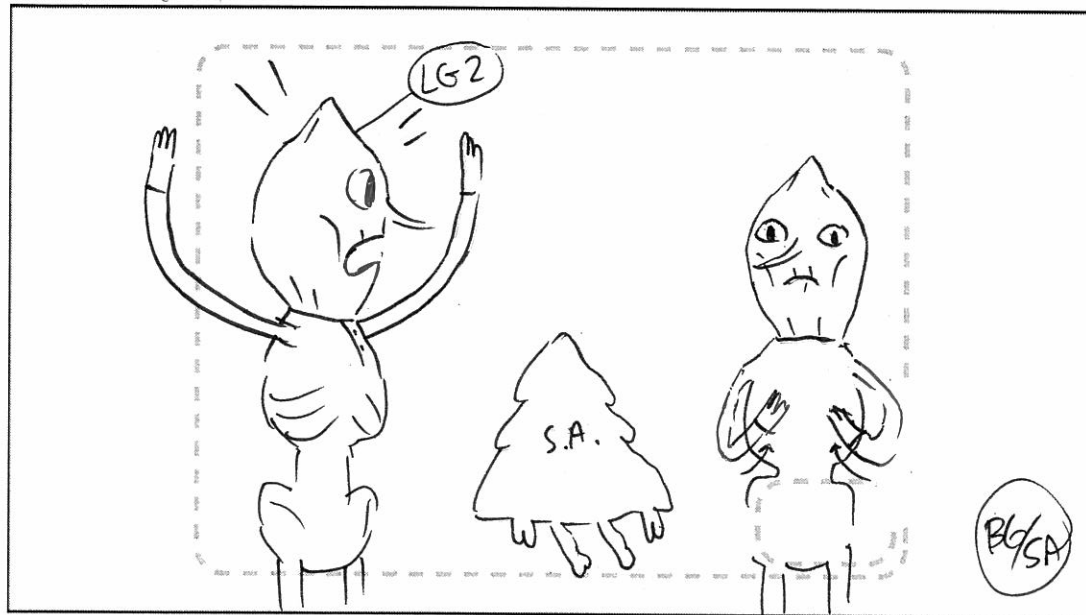
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# ADVENTURE TIME

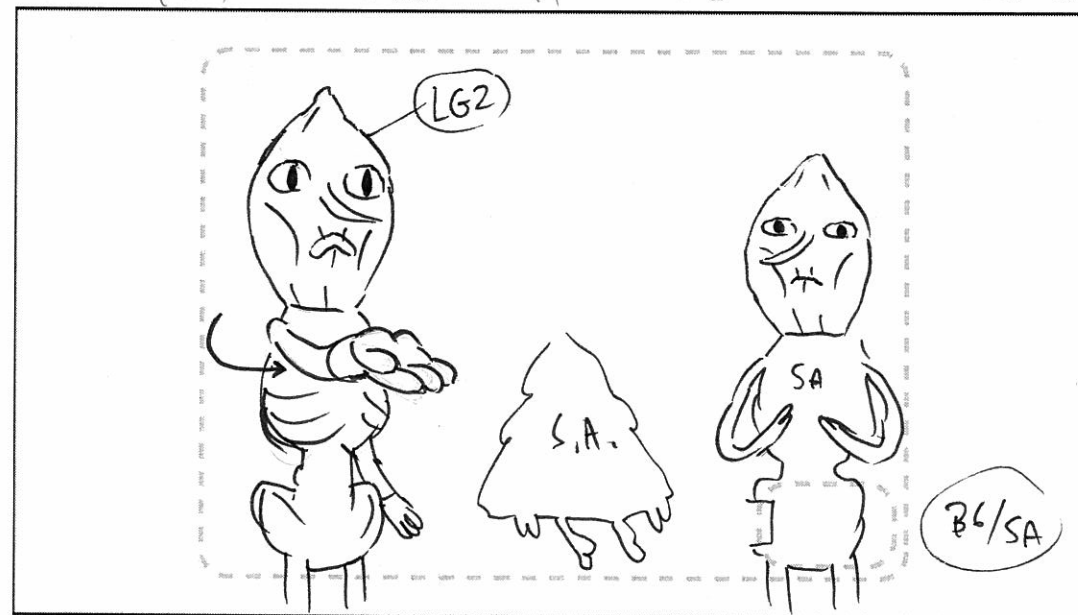


Page 167

Sc. 137 Pnl. G Bg. day night



Sc. 137 Pnl. H Bg. day night



Dialog:

LG2: Ah hhhhmmnn - who cares anyway!?

LG2: They've brought no food -

Action:

Timing:

Production :

EPISODE #

1014-115

33

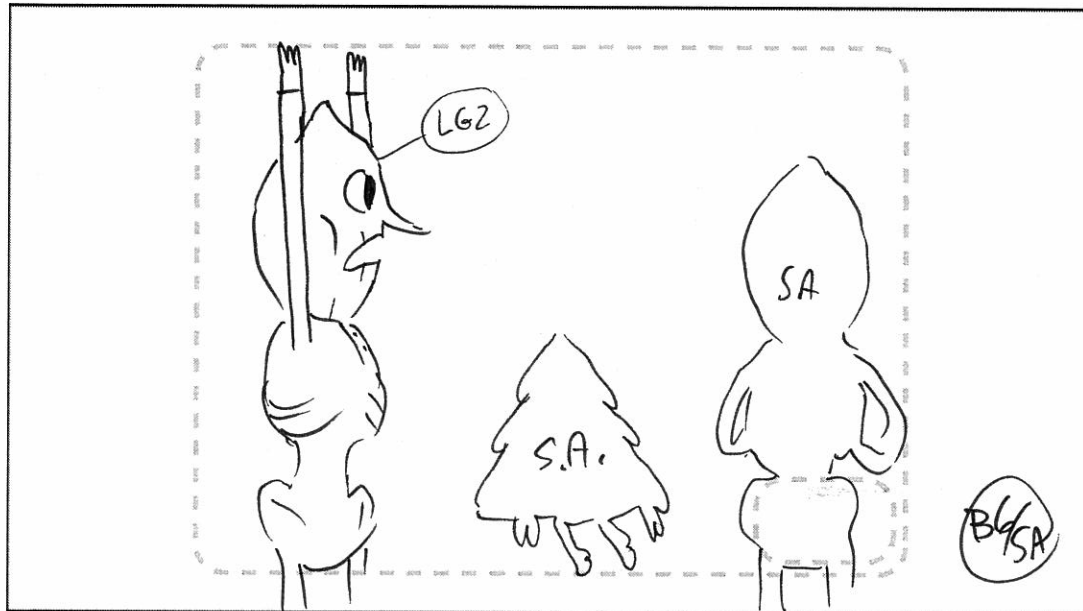


# ADVENTURE TIME

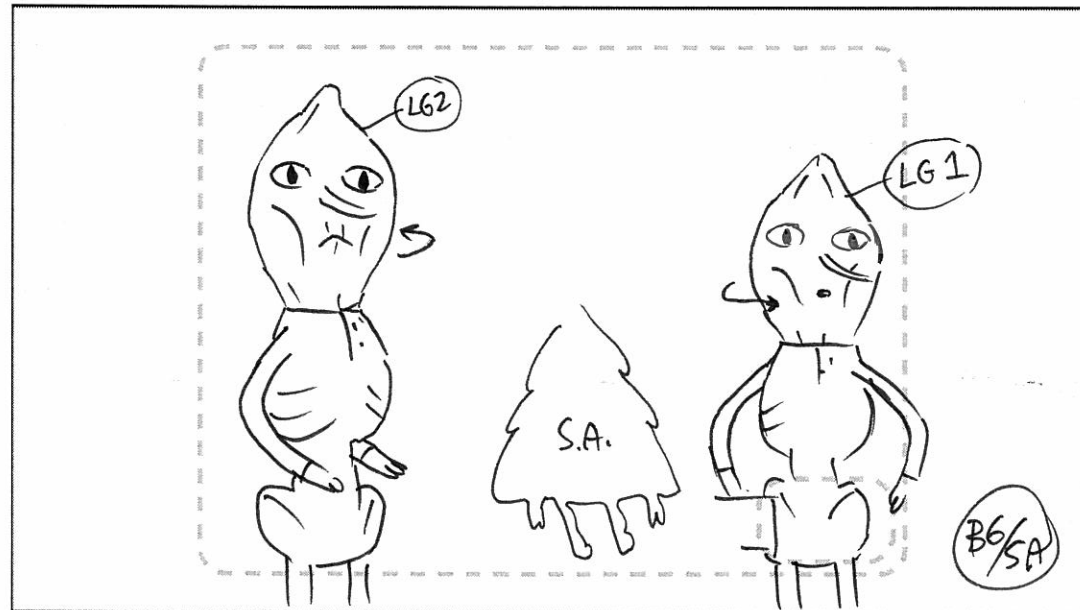


Page 168

Sc. 137 Pnl. 1 Bg. day night



Sc. 137 Pnl. 5 Bg. day night



Dialog:

(L.G.2): WE're all going to die!

(FINN):(O.S.) No wait - look -

Action:

Timing:

EPISODE #

1014-115

34

Production :

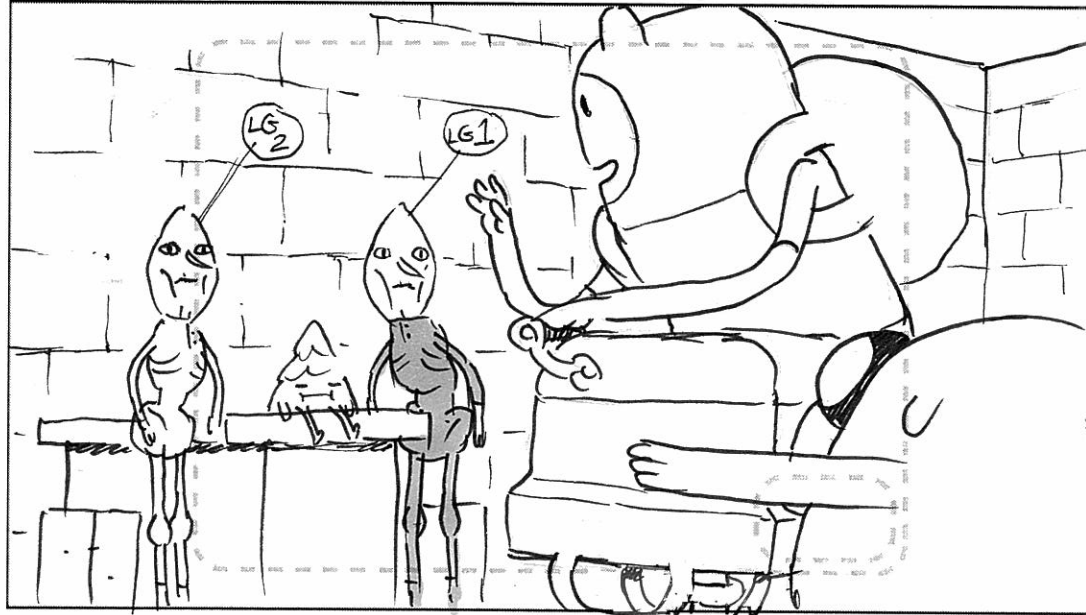


# ADVENTURE TIME

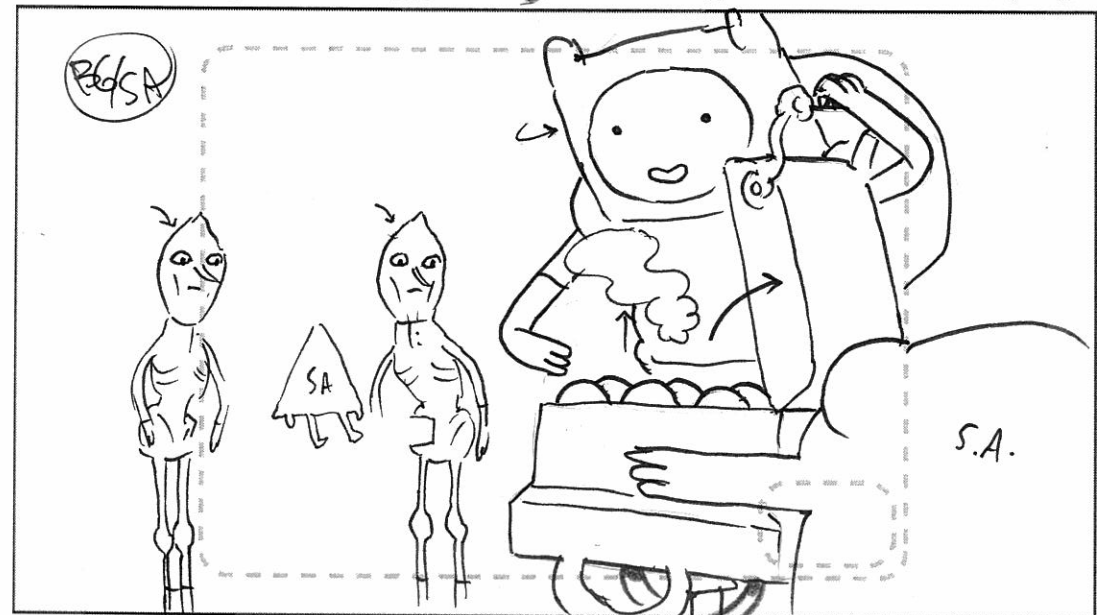


Page 169

Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:

(F:) We brought these  
special seeds.

SFX: \* steam hiss \*

(F:) They're candy seeds.

Action:

steam rises + fades

Timing:

EPISODE #

Production :

1014-115

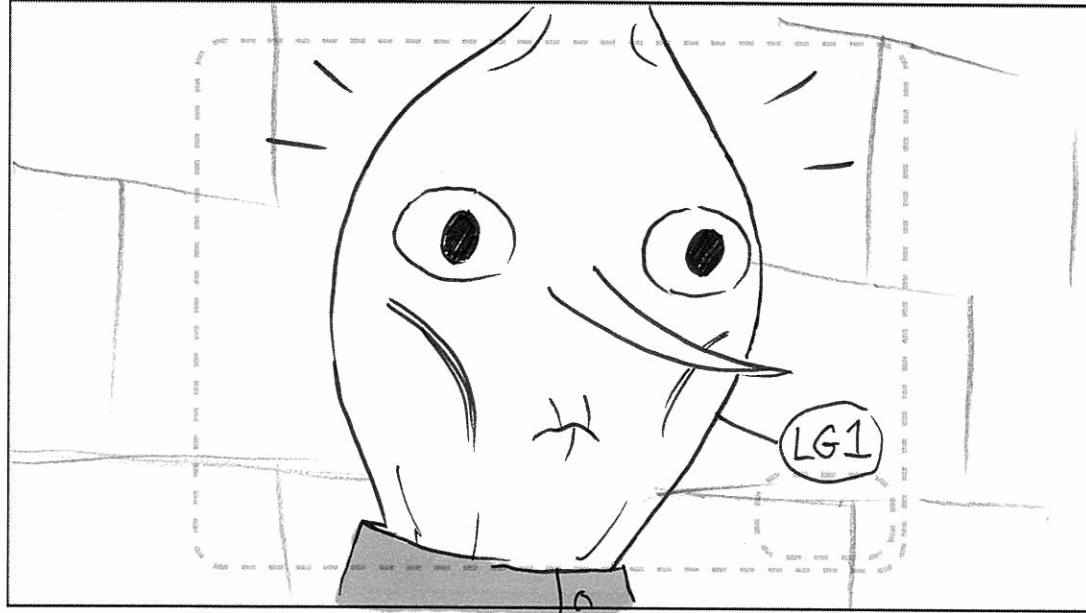
35

# ADVENTURE TIME

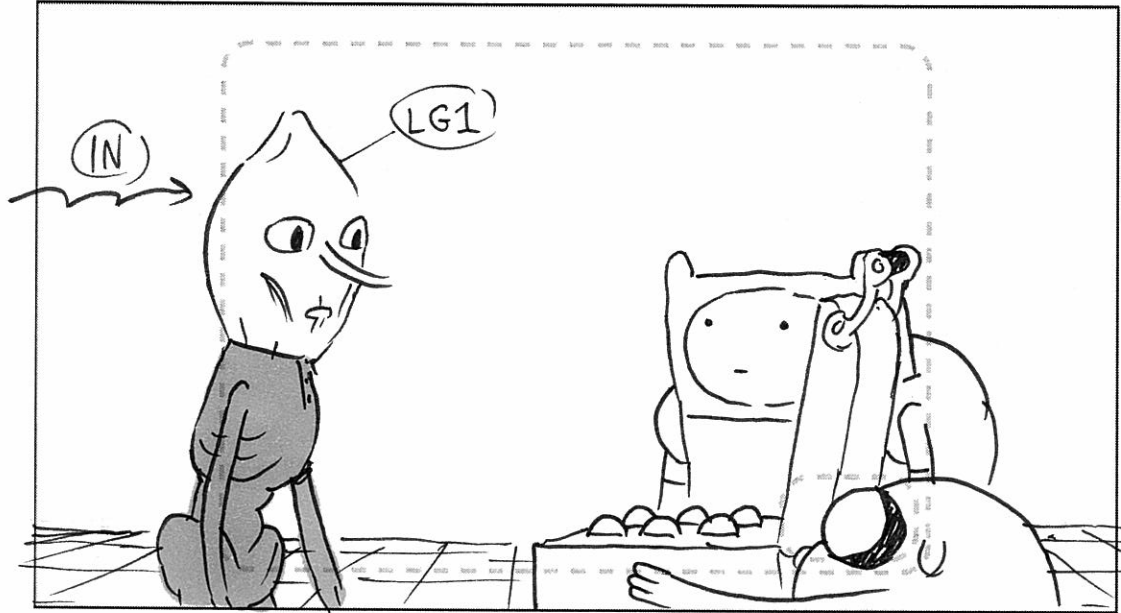


Page 170

Sc. 139 Pnl. A Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:

JAKE O.S. You can grow  
new food now.

LG1: ooh...yess...

Action:

Timing:

EPISODE #

36

Production :

# ADVENTURE TIME



Sc.

146

Pnl.

B

Bg.

day night

Sc.

140

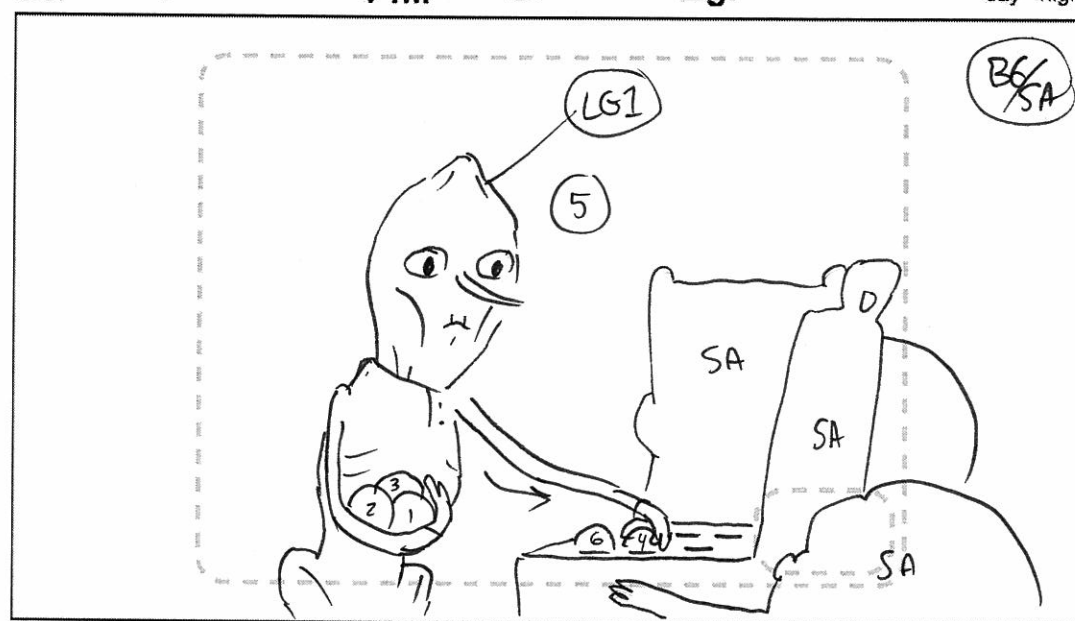
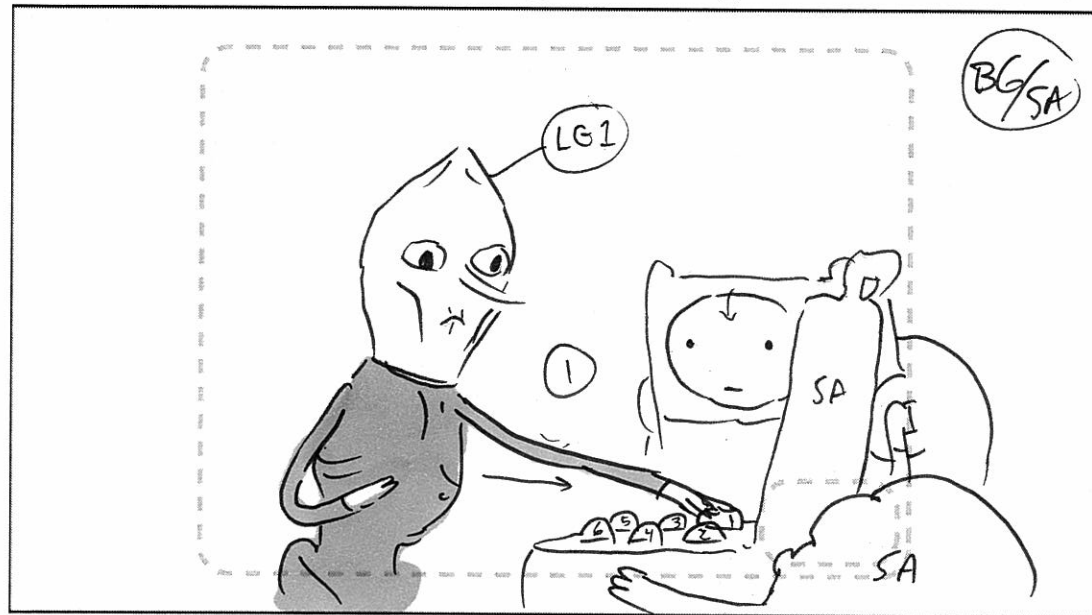
Pnl.

C

Bg.

Page 171

day night



Dialog:

Action:

Timing:



LG1: mmm... mm-hm...



THIS should all happen really fast, before F+J even realize what's happening

Production :

EPISODE #

1014-115

37

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# ADVENTURE TIME



Page 172

Sc.

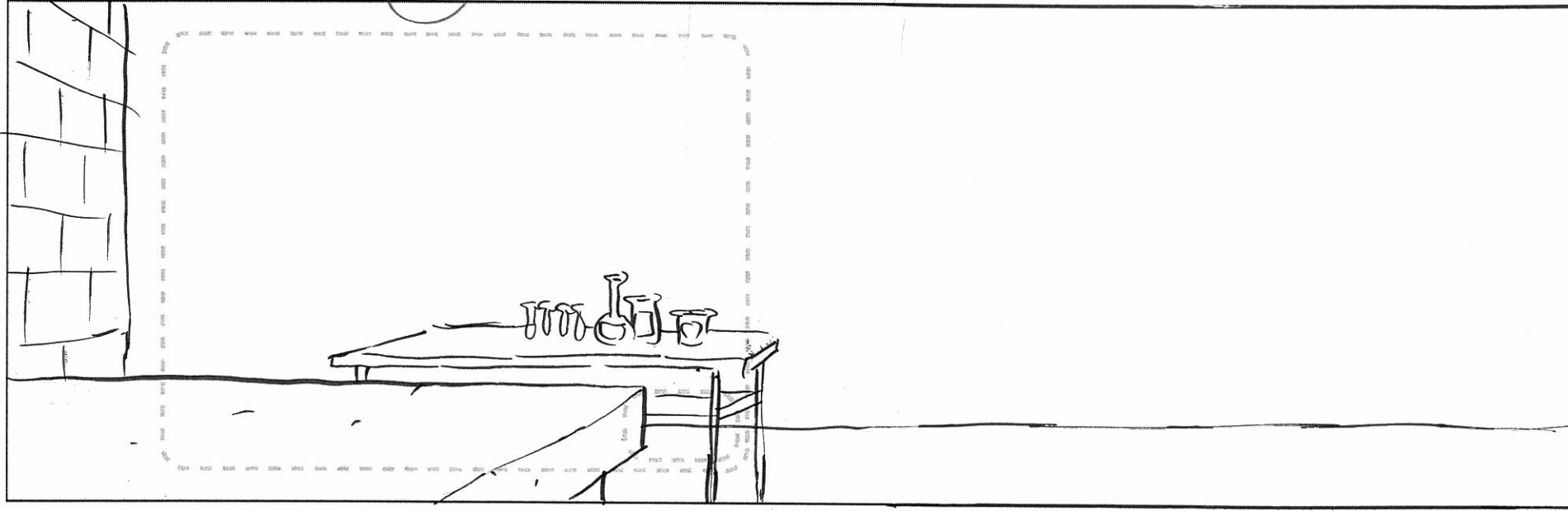
140

Pnl.

BG

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

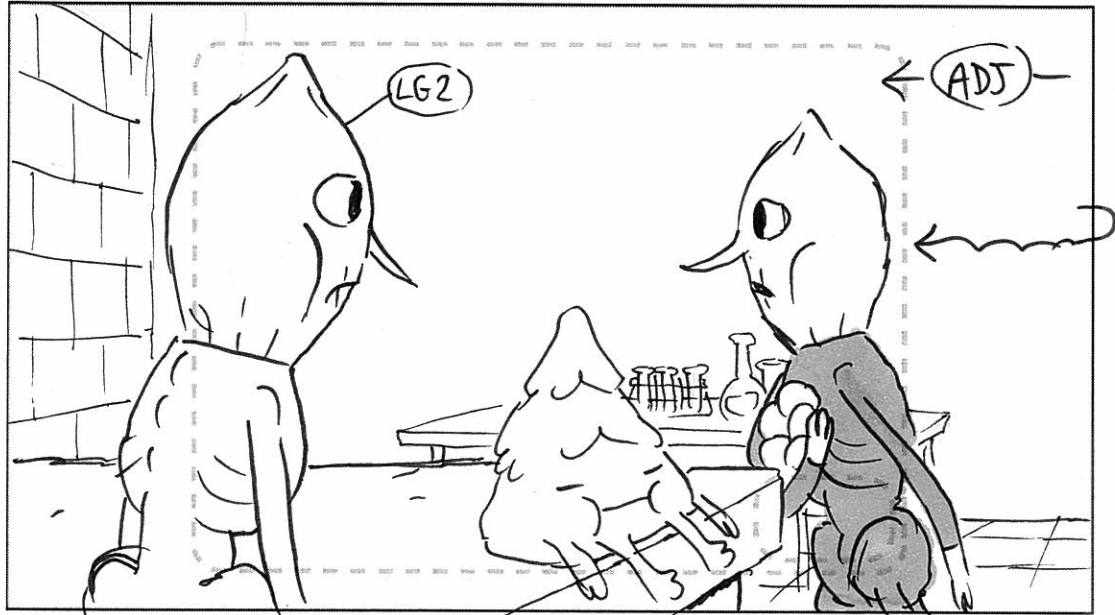
1014-115  
37.5

Production :

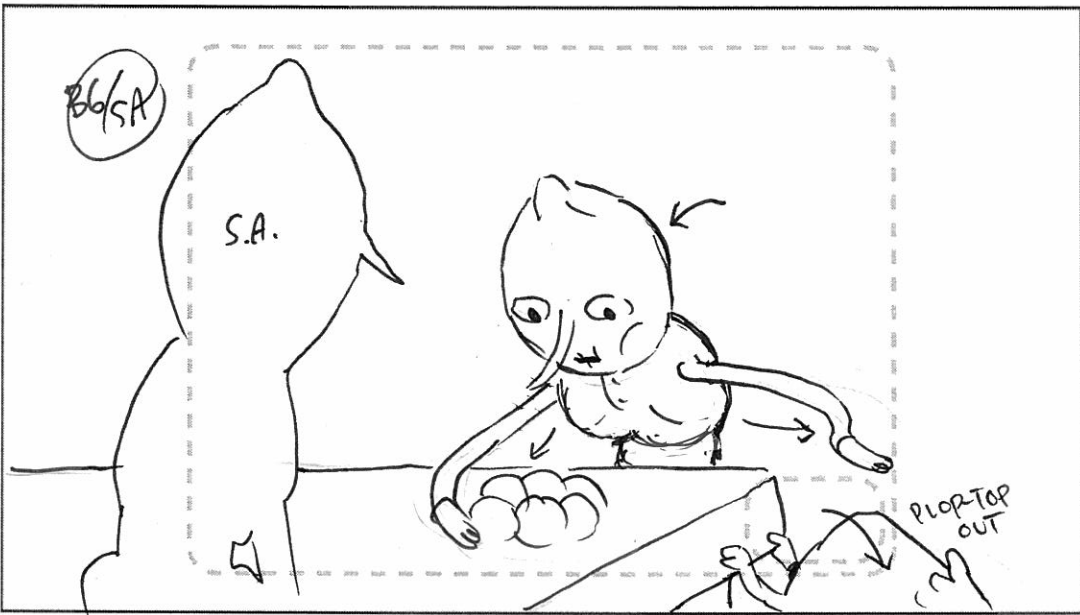
ADVENTURE TIME



Sc. 140 Pnl. D Bg. day night



Sc. 140 Pnl. E Bg. day night



Dialog:	(LG1) mm-hm, yes...
Action:	
Timing:	

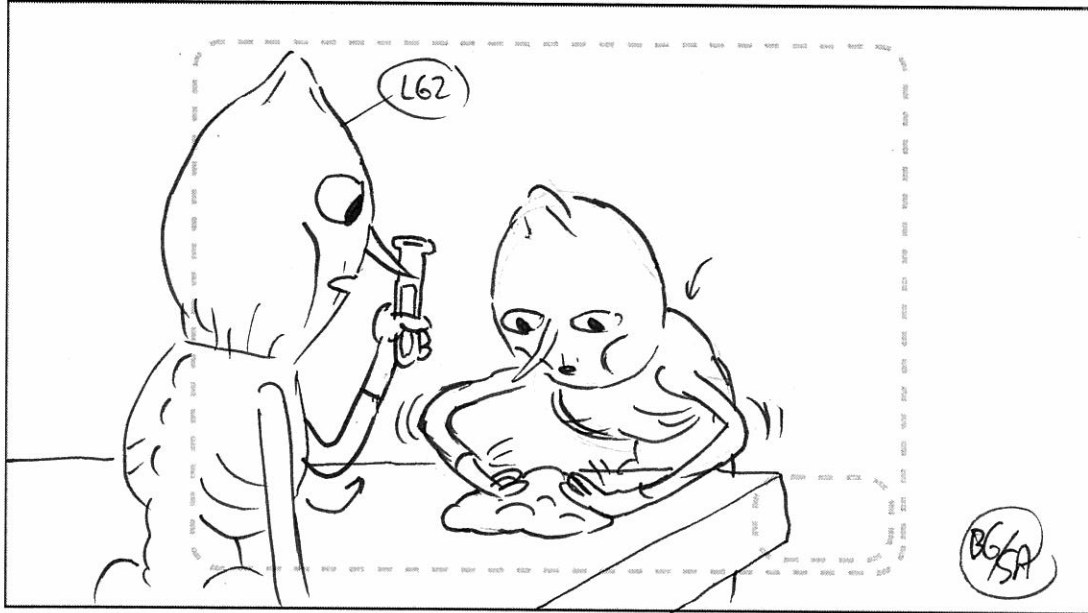
EPISODE # 1014-115 38

Production :

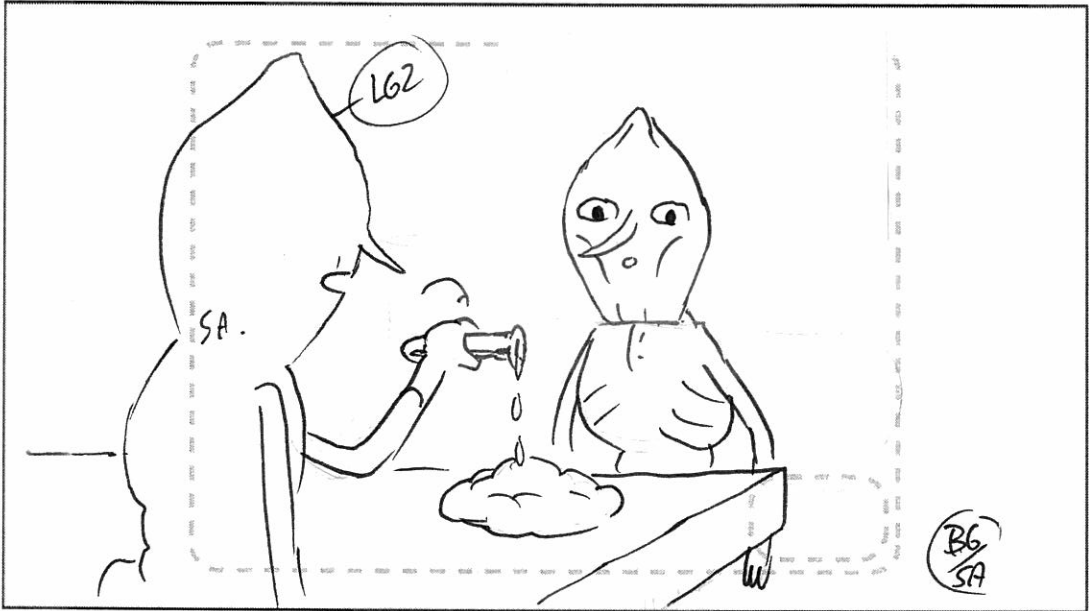
ADVENTURE TIME



Sc. 140 Pnl. F Bg. day night



Sc. 140 Pnl. G Bg. day night



Dialog:	<p>L61: oooohhh...</p> <p>L62: yes, yes...</p>
Action:	
Timing:	

EPISODE #

Production :

1014-115

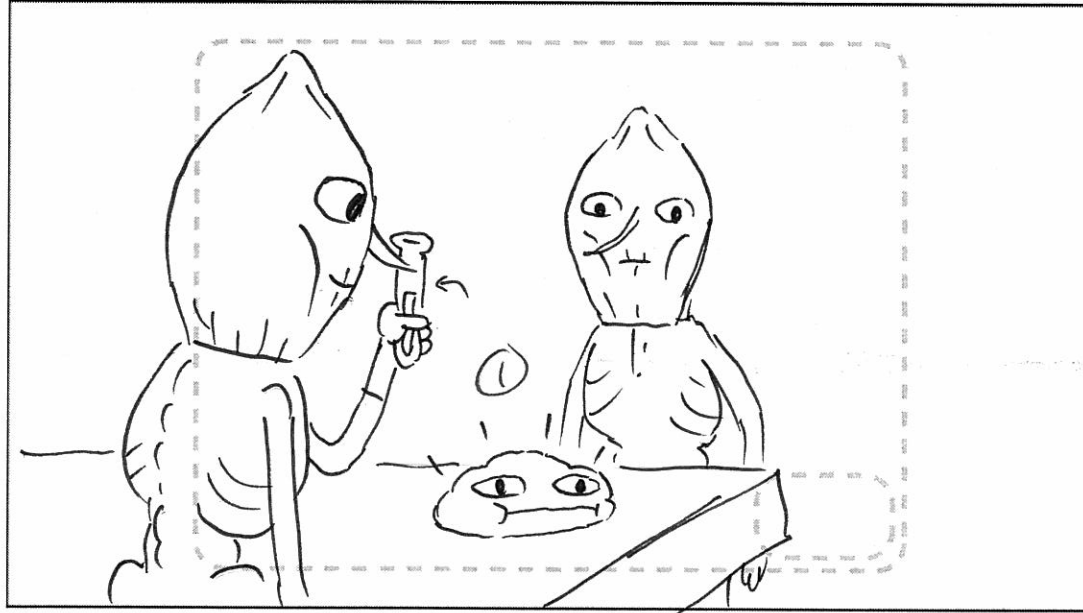
39

# ADVENTURE TIME

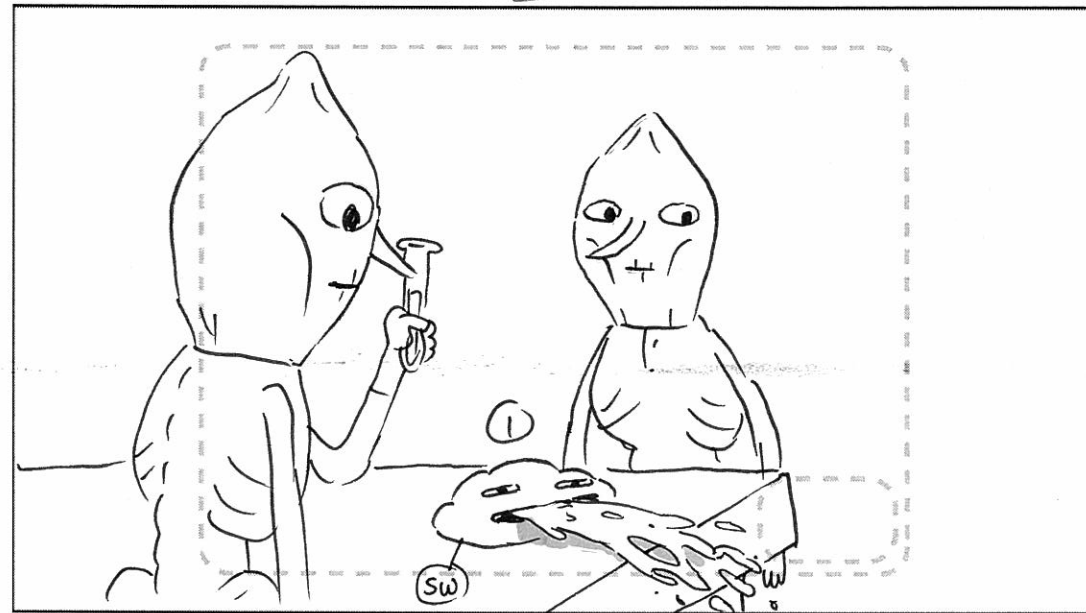


Page 175

Sc. 140 Pnl. H Bg. day night



Sc. 140 Pnl. I Bg. day night



Dialog:

(SW) \*BLART\*!

Action:



Timing:



EPISODE #

Production :

1014-115

40



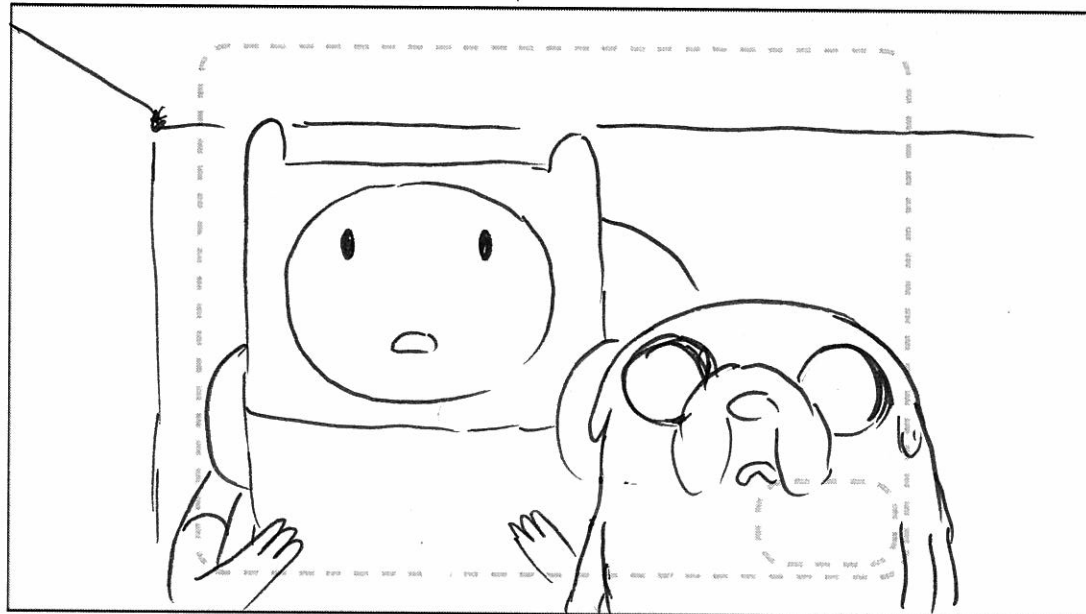
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# ADVENTURE TIME

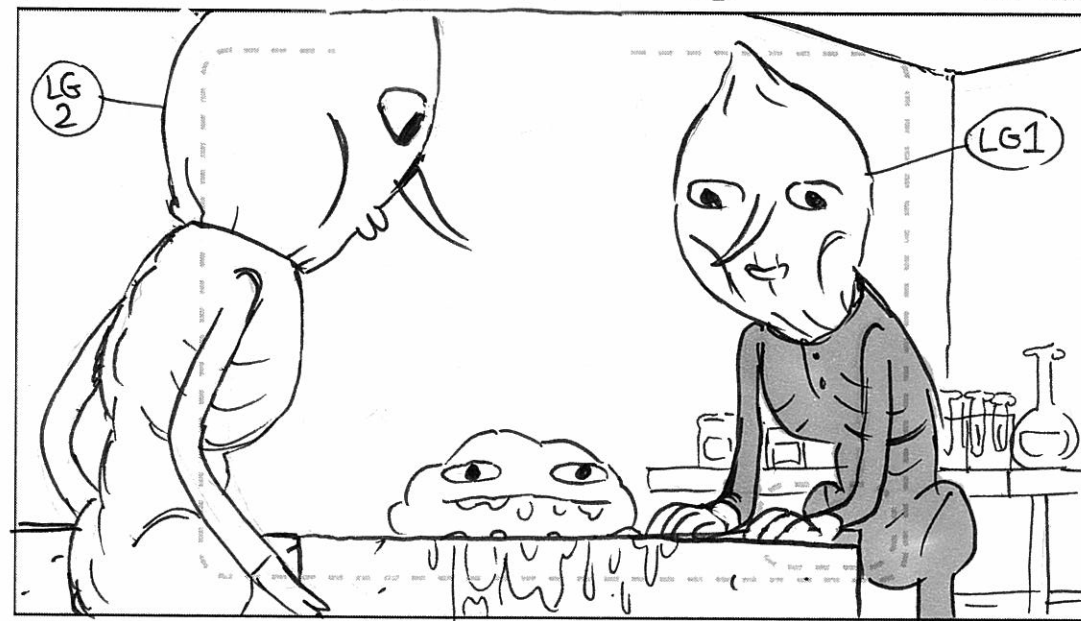


Page 176

Sc. 141 Pnl. A Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:

- BEAT -

(Lg1) Haha - we'll call you  
"Seed-Wad".

Action:

Timing:

EPISODE #

Production :

1014-115

41

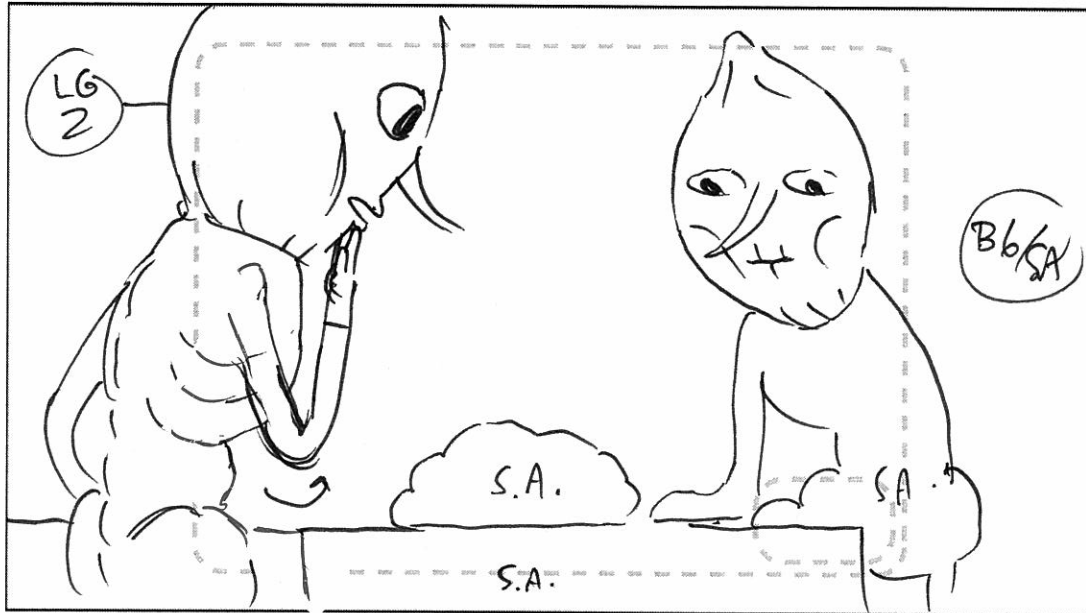


# ADVENTURE TIME

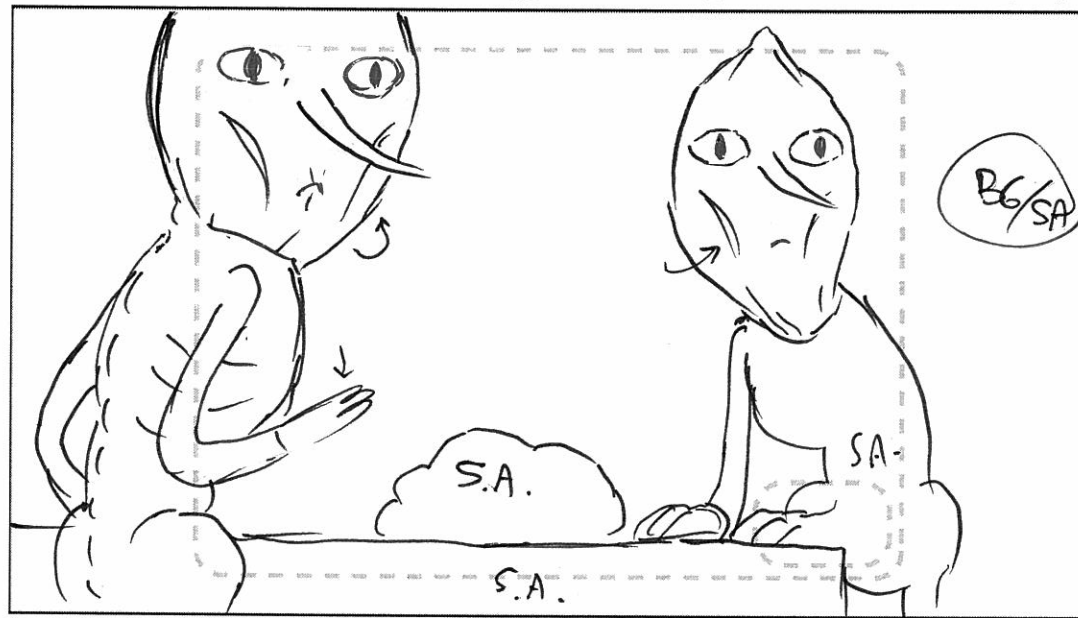


Page 177

Sc. 142 Pnl. B Bg. day night



Sc. 142 Pnl. C Bg. day night



Dialog: (LG2) mmmn... yeah okay.

(FINN) (O.S.) STOP STOP!

Action:

Timing:

EPISODE #

Production :

1014-115

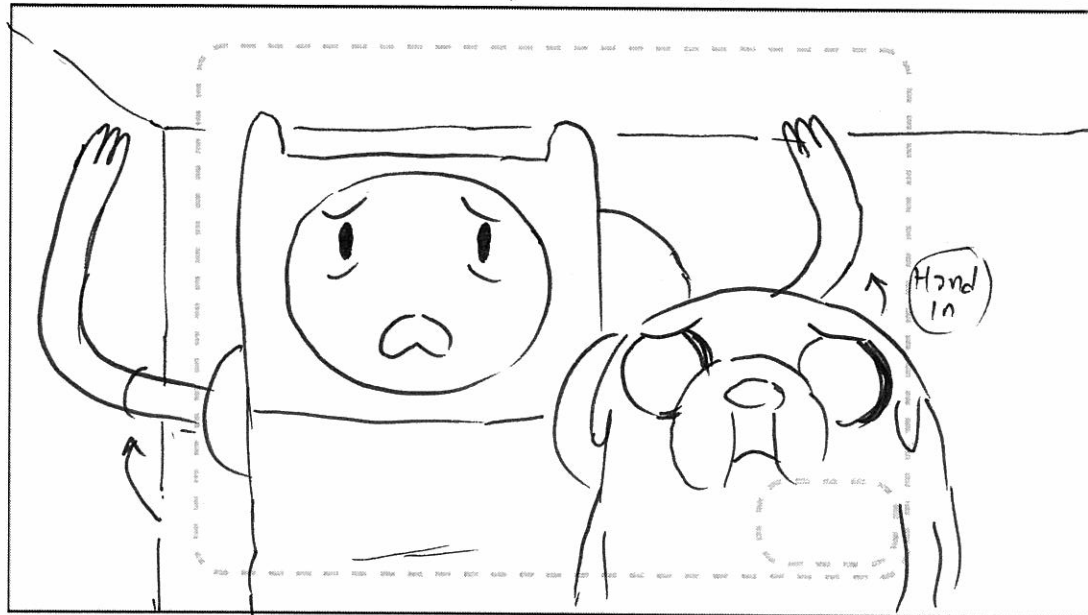
42

# ADVENTURE TIME

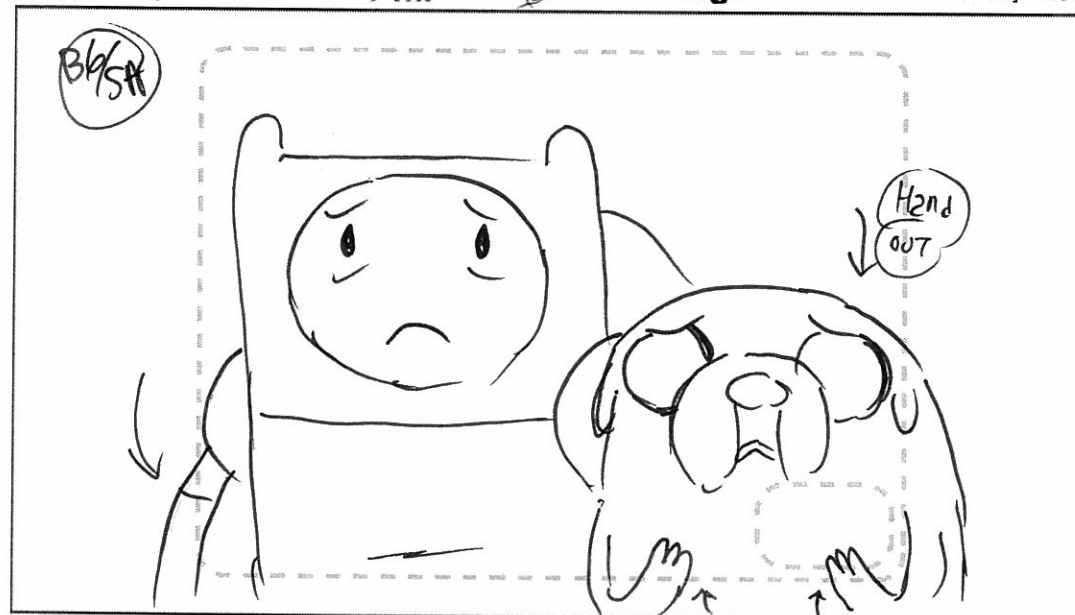


Page 178

Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog: (F:) You guys are outta control. (J:) You ~~are~~ really ARE gonna die...

Action:

Timing:

EPISODE #

Production :

43

1014-115

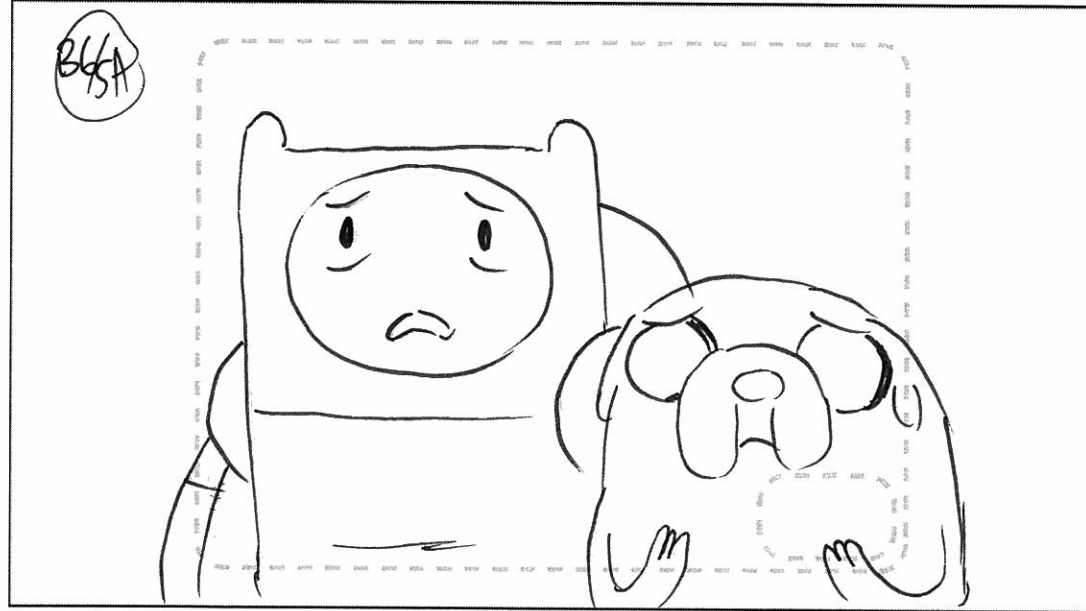
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# ADVENTURE TIME

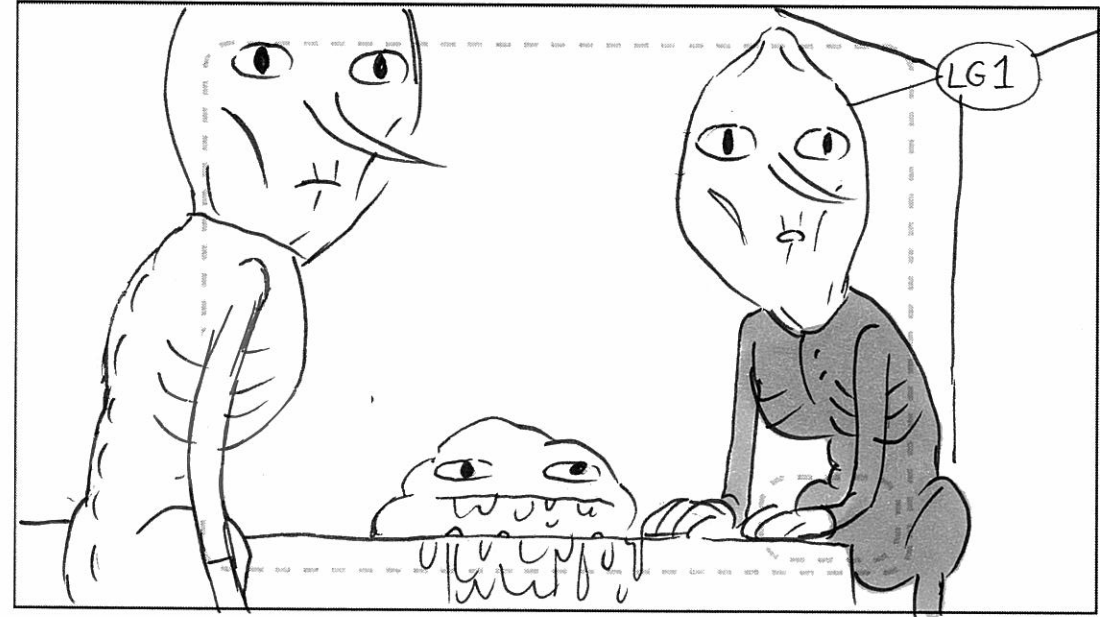


Page 179

Sc. 143 Pnl. C Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog: (F:) And all your boyz, too...

(LG1:) our boyz...

Action:

Timing:

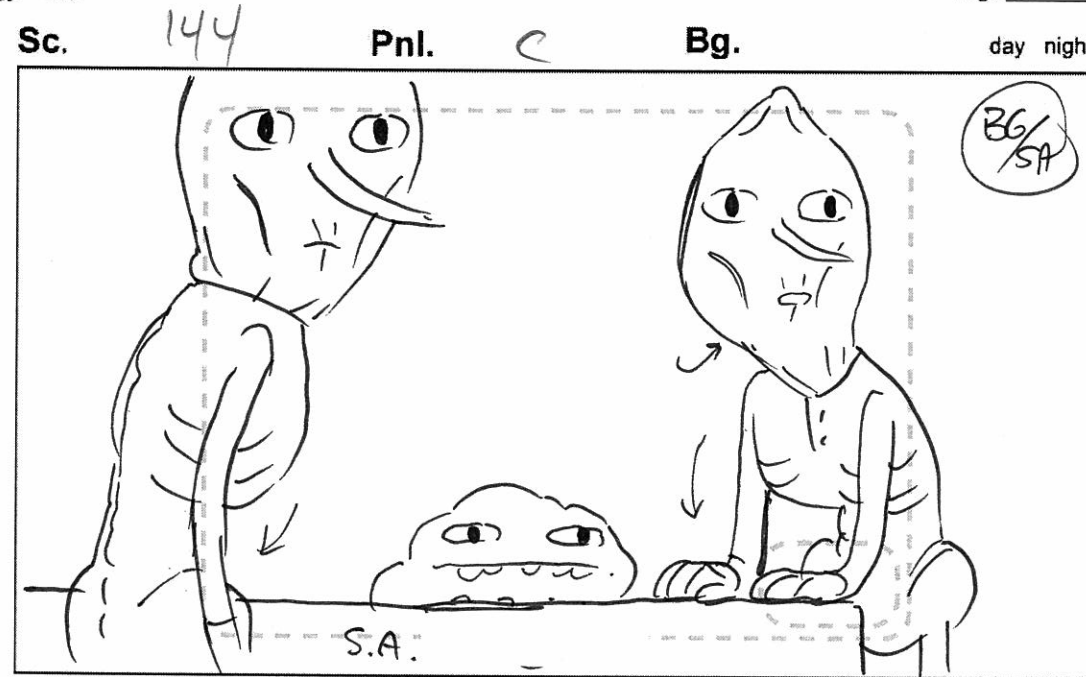
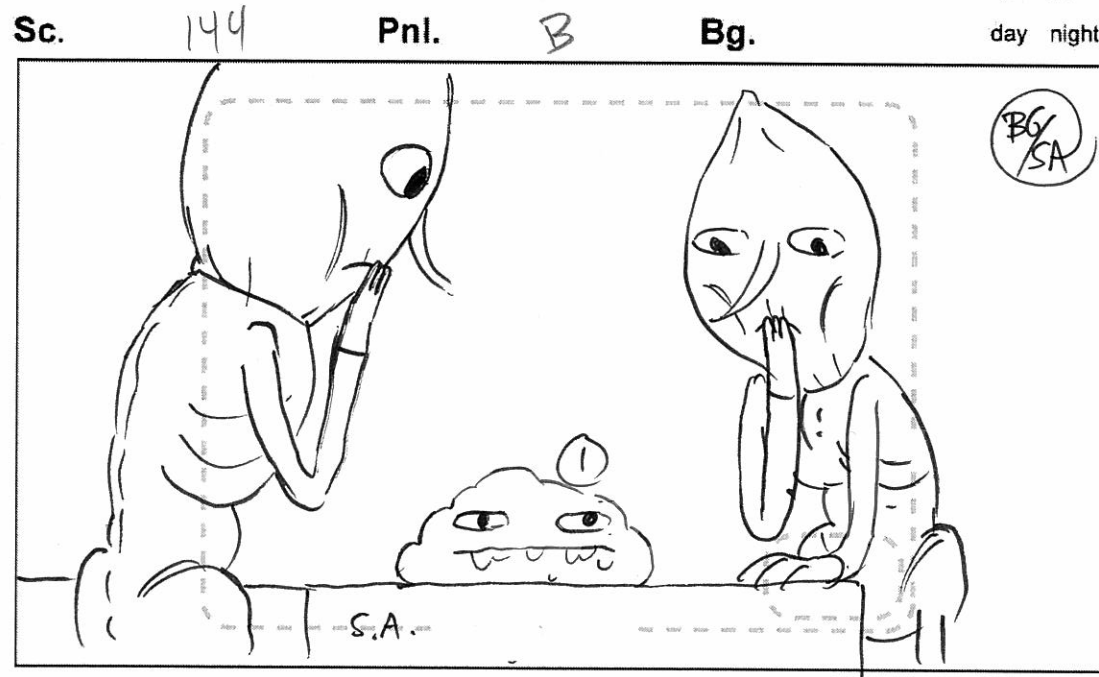
EPISODE #

Production :

1014-115

44

# ADVENTURE TIME



## Dialog:

LG1: hmm  
LG2: hmm

LG1: Yes we might need  
some help.

## Action:



## Timing:

EPISODE #

Production :

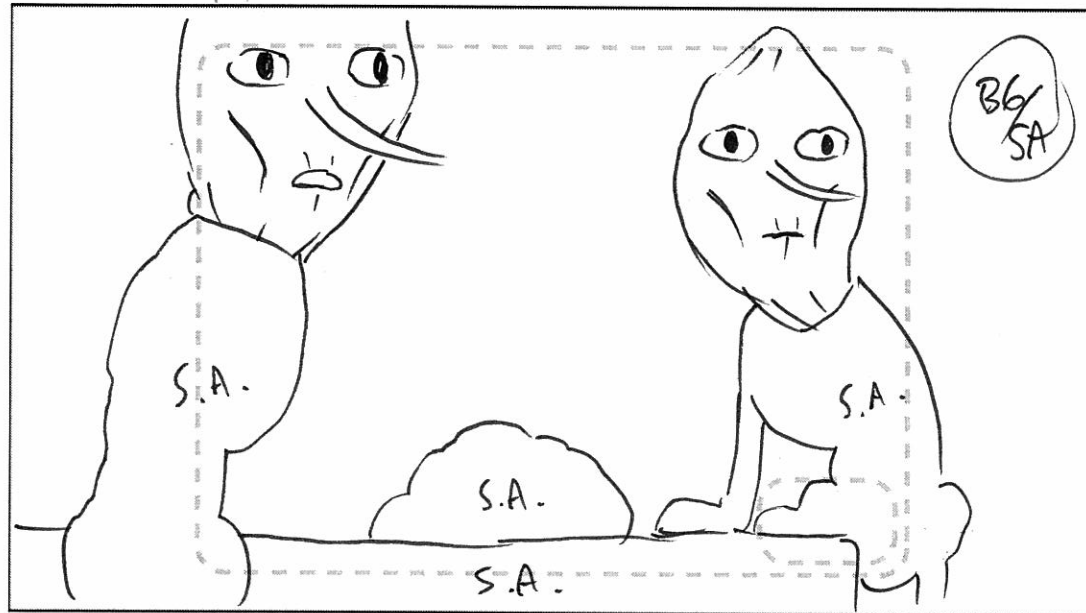
45

# ADVENTURE TIME

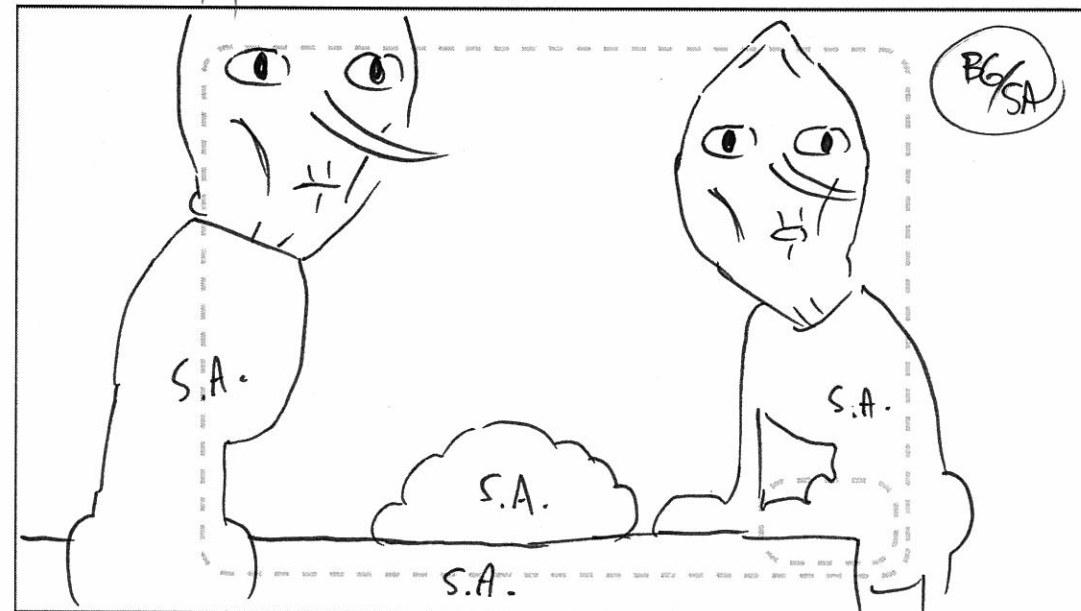


Page 181

Sc. 144 Pnl. D Bg. day night



Sc. 144 Pnl. E Bg. day night



Dialog:

LG2: Can you help us?

LG1: For our boyz.

Action:

Timing:

EPISODE #

Production :

1014-115

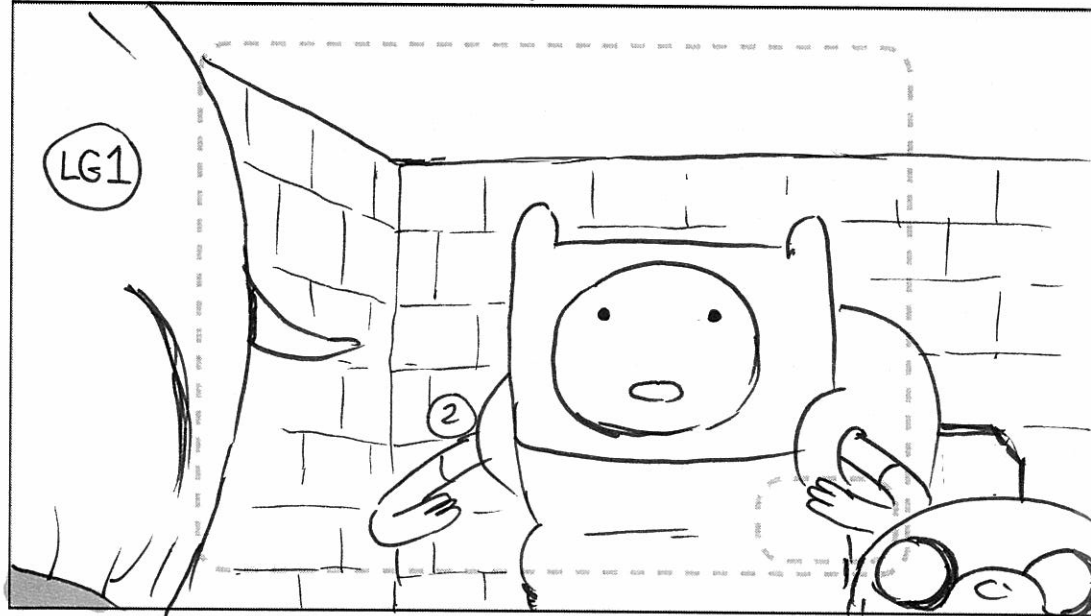
46

# ADVENTURE TIME

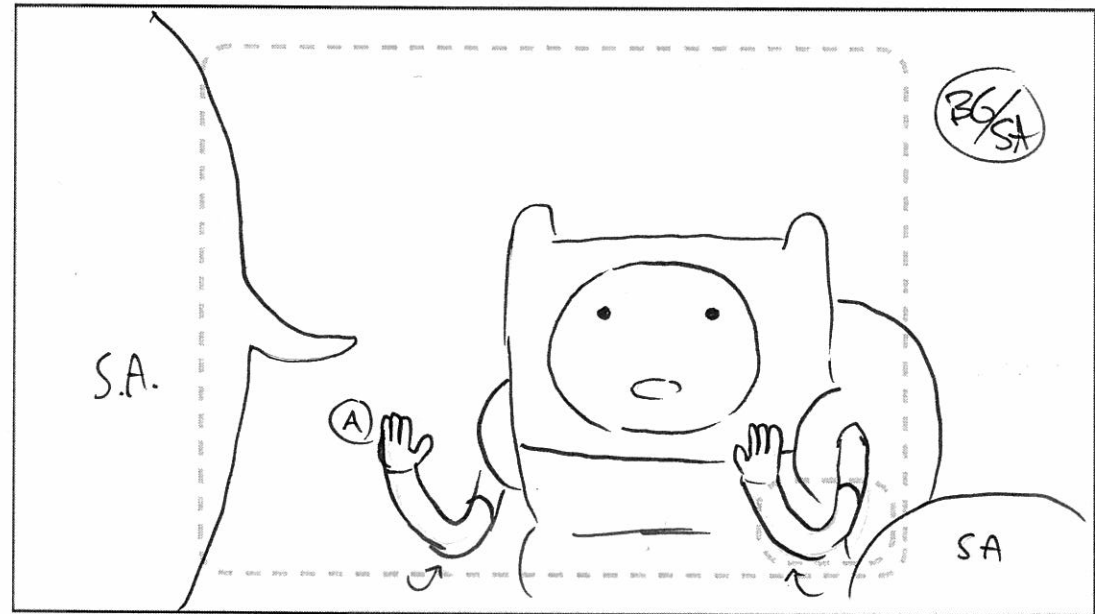


Page 182

Sc. 145 Pnl. A Bg. day night

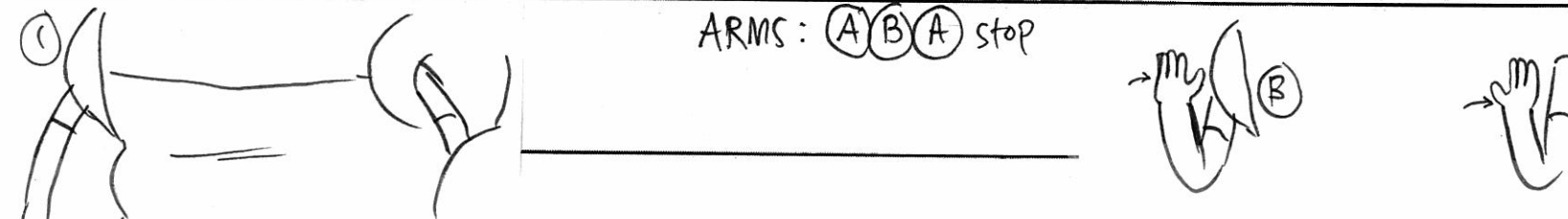


Sc. 145 Pnl. B Bg. day night



Dialog: (F:) C'mon we'll take you to see Princess Bubblegum, → if anyone can help you, she can;

Action: ARMS: (A)(B)(A) stop

Timing: 

EPISODE #

Production :

1014-115

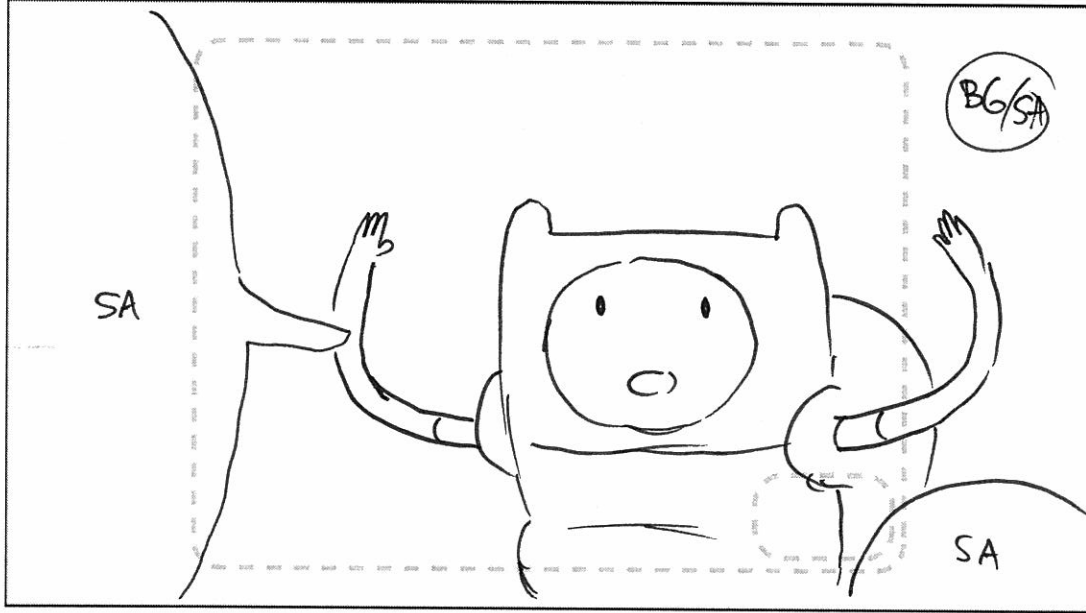
47

# ADVENTURE TIME

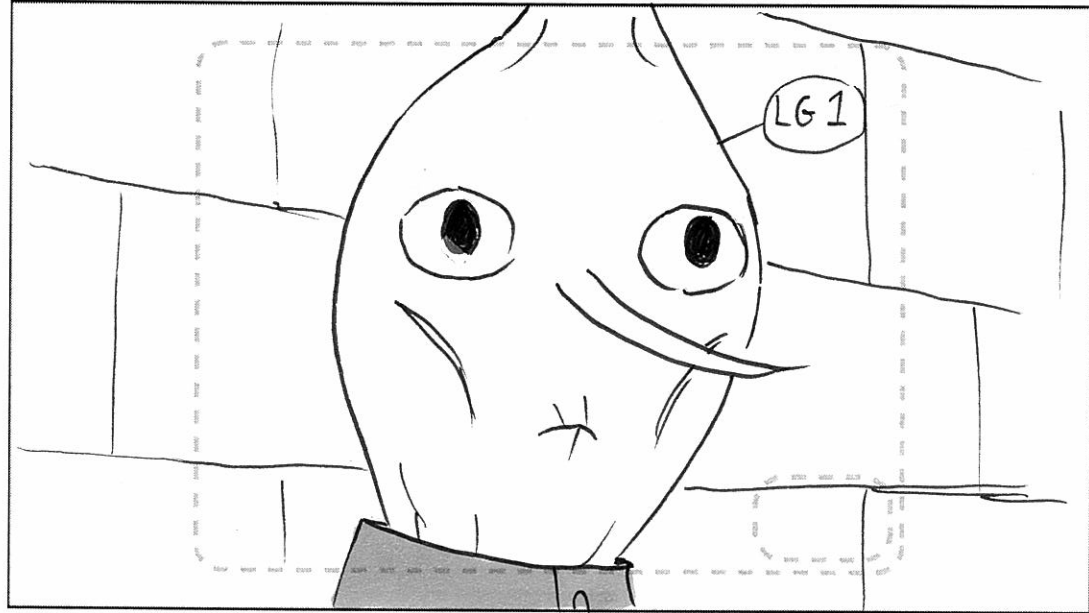


Page 183

Sc. 145 Pnl. C Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog:

(F:) she knows more about candy than anyone.

(F:)(O.S.)

she built a WHOLE KINGDOM out of candy.

Action:

Timing:

EPISODE #

48

Production :

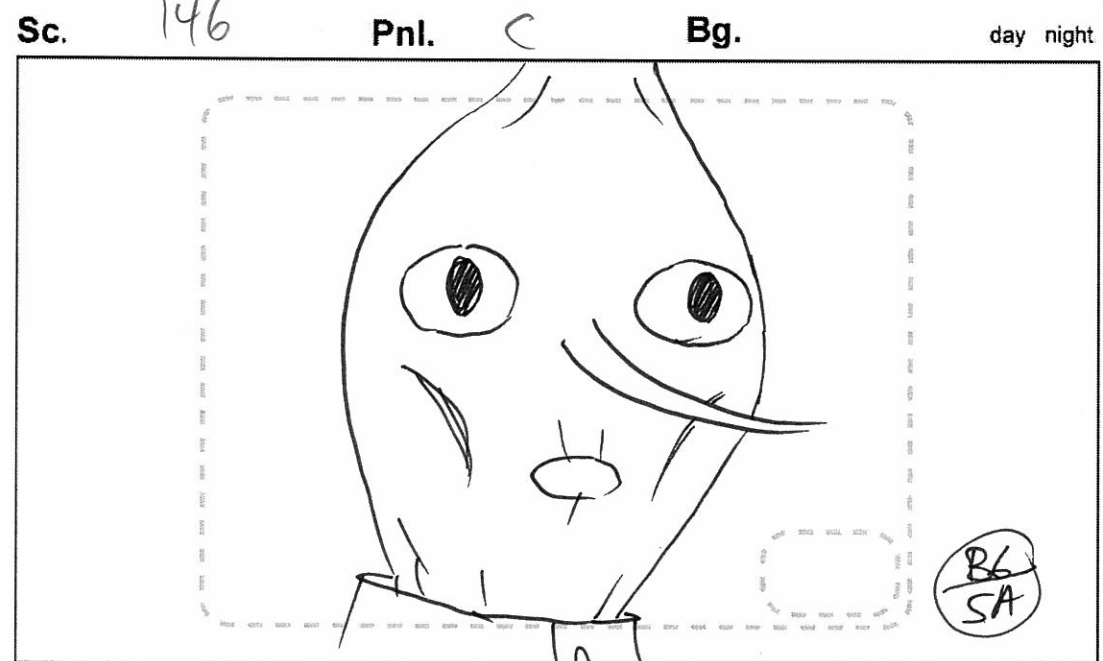
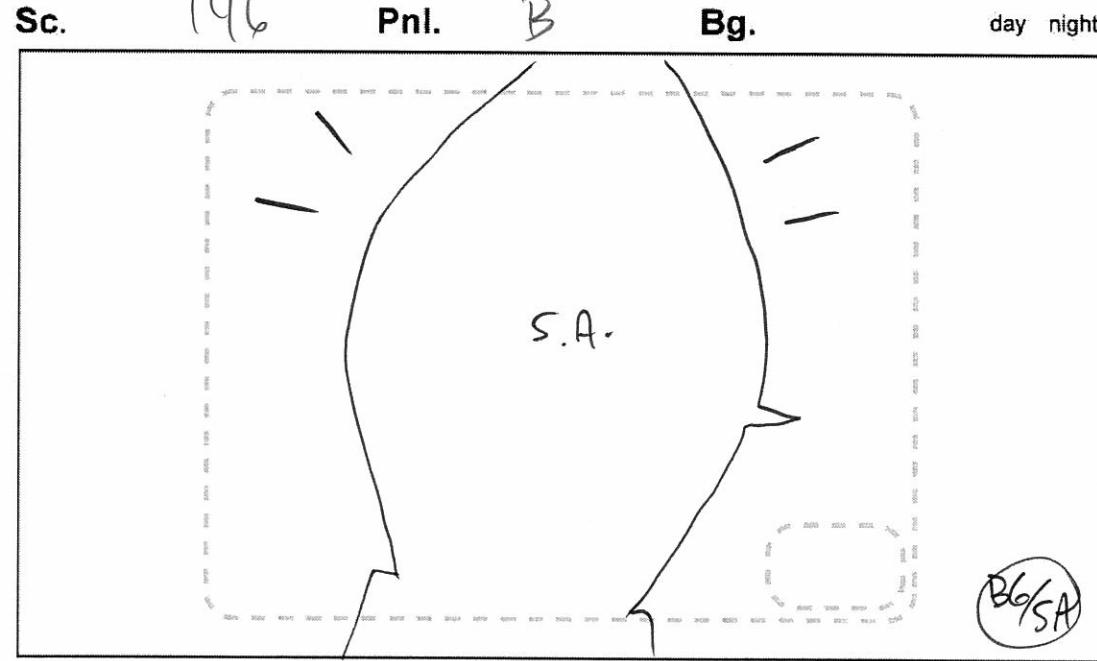
1014-115



# ADVENTURE TIME



Page 184



Dialog:

(LG1) Yes okay.

Action:

Timing:

EPISODE #

Production :

1014-115

49

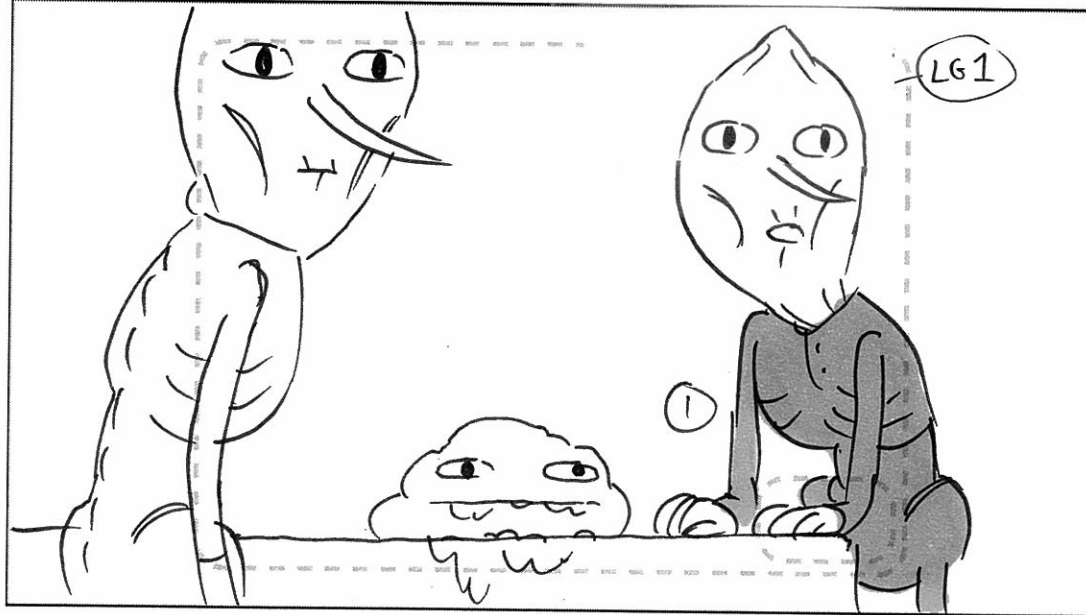


# ADVENTURE TIME



Page 185

Sc. 147 Pnl. A Bg. day night



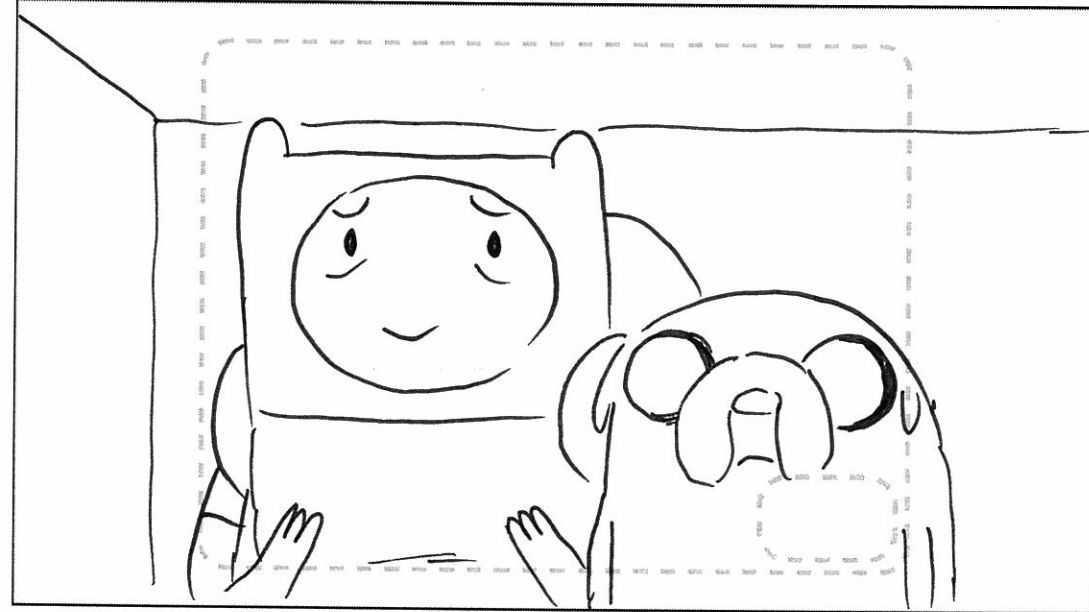
Dialog: LG1: But first we will notify the children of our impending departure.

Action:

Timing:



Sc. 148 Pnl. A Bg. day night



HARMONIZING { LG1 (O.S.) [HIGH] } So they don't  
 { LG2 (O.S.) [LOW] } worry about us  
 while we're away.

EPISODE #

Production :

1014-115

50

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# ADVENTURE TIME



Page 186

Sc.	Pnl.	Bg.	day	night
<div>WIPE mm</div>				

Sc.	Pnl.	Bg.	day	night
<div>OUT</div>				

Dialog:
Action:
Timing:

EPISODE #

Production :

51

1014-115

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# ADVENTURE TIME

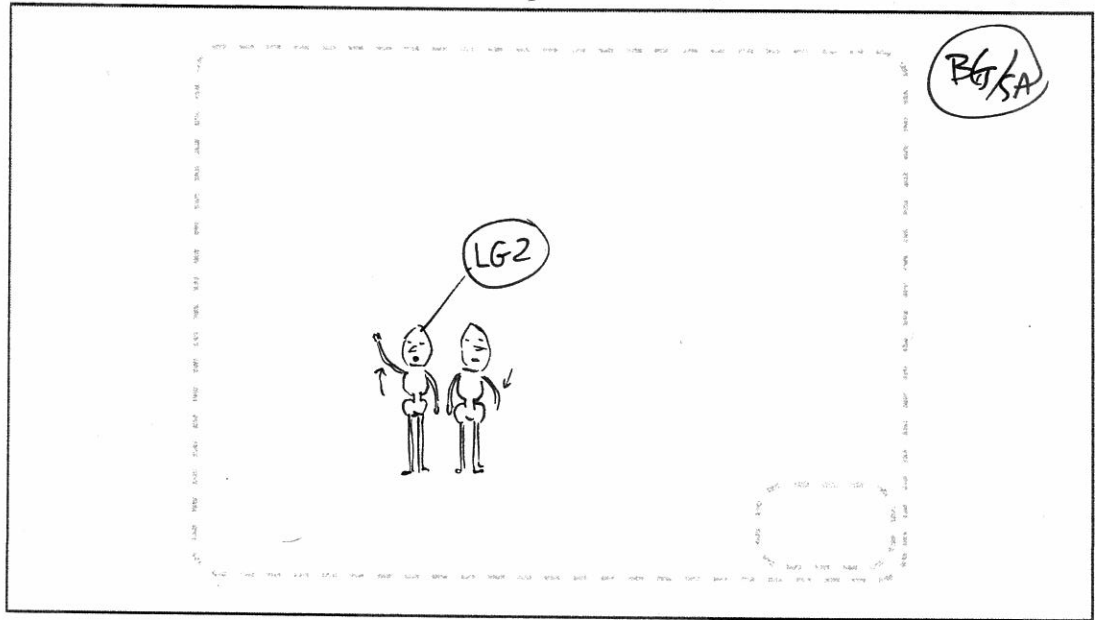


Page 187  
day night

Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



Dialog: LG1: mmm... okay, yes, the hard times are over. LG2: We saw the error of our ways, and will err no longer.

Acti STRETCH WINGS: (A)(BA)  
Timi (B) (1) (B) (ABA)

WIGGLES TAIL

EPISODE #

Production :

1U14-115

2

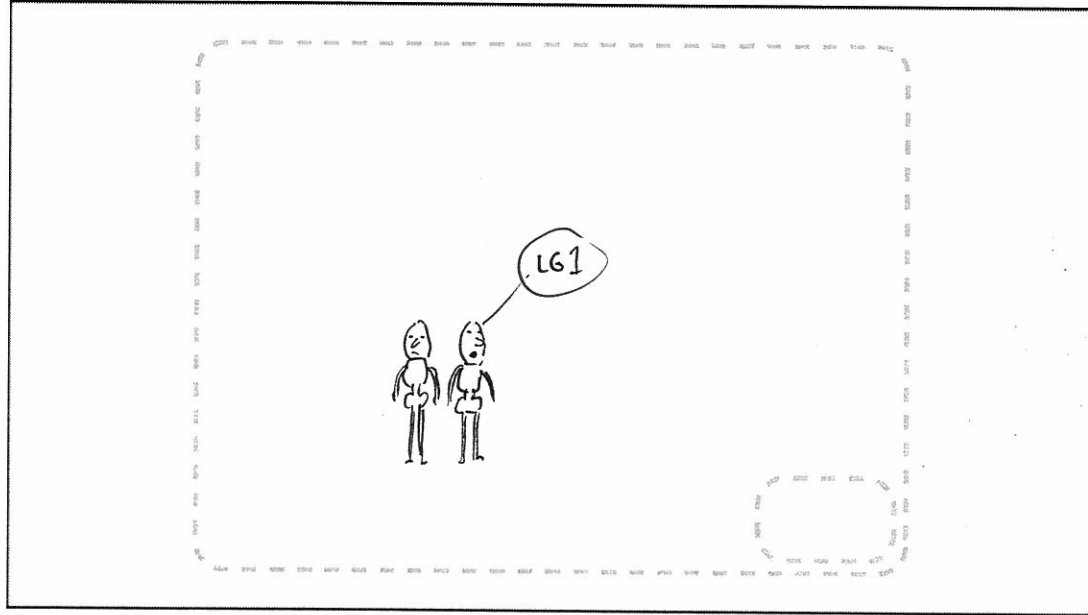
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# ADVENTURE TIME

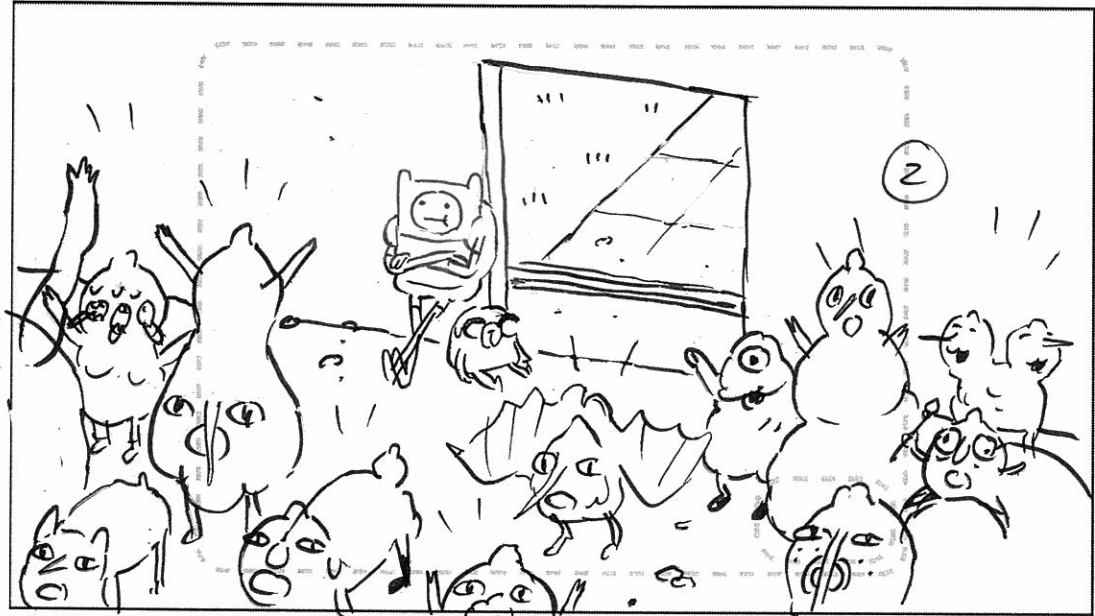


Page 188

Sc. 149 Pnl. C Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog: (LG1) ... In our ways.

(CROWD) [WALLA] YAY!!

Action:

Timing:



EPISODE #

Production :

1014-115

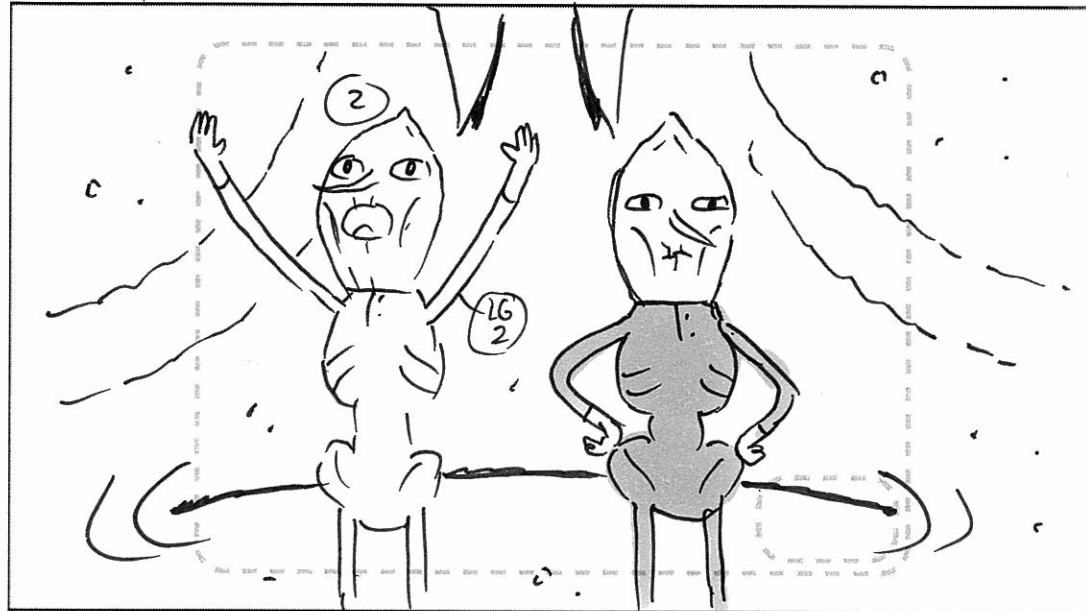
53

# ADVENTURE TIME

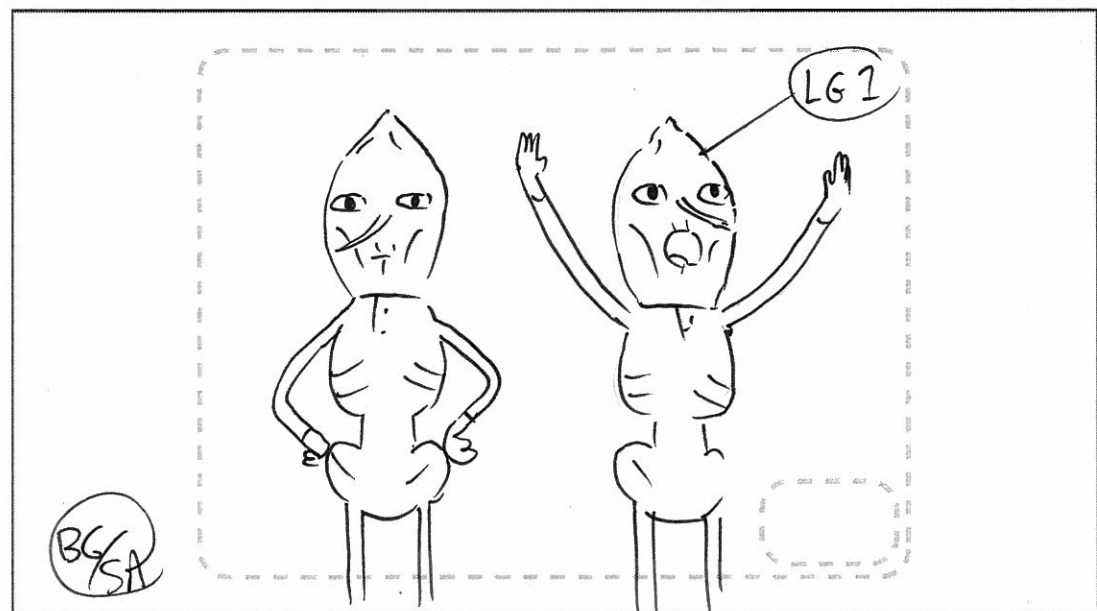


Page 189

Sc. 151 Pnl. A Bg. day night



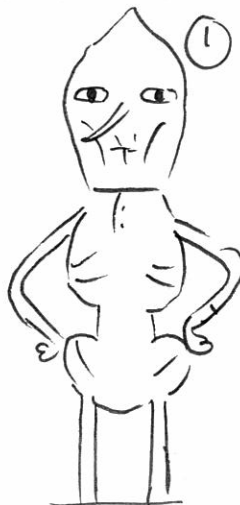
Sc. 151 Pnl. B Bg. day night



Dialog: LG2: mmn... Here's the plan:

Action:

Timing:



LG1: We will go to the candy kingdom, and take all their candy from them.

EPISODE #

Production :

1014-115

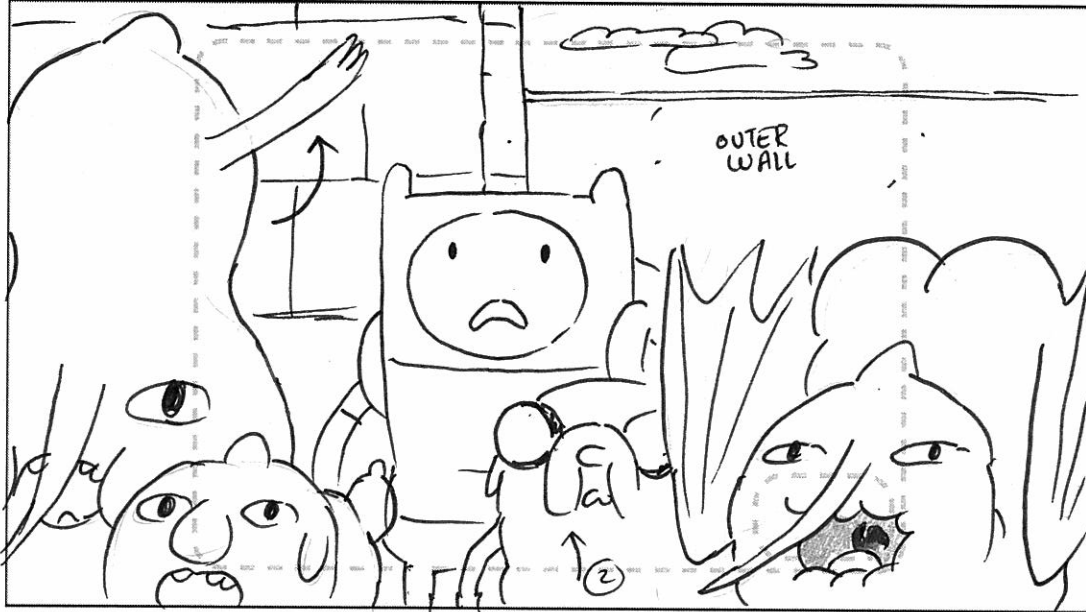
54

# ADVENTURE TIME

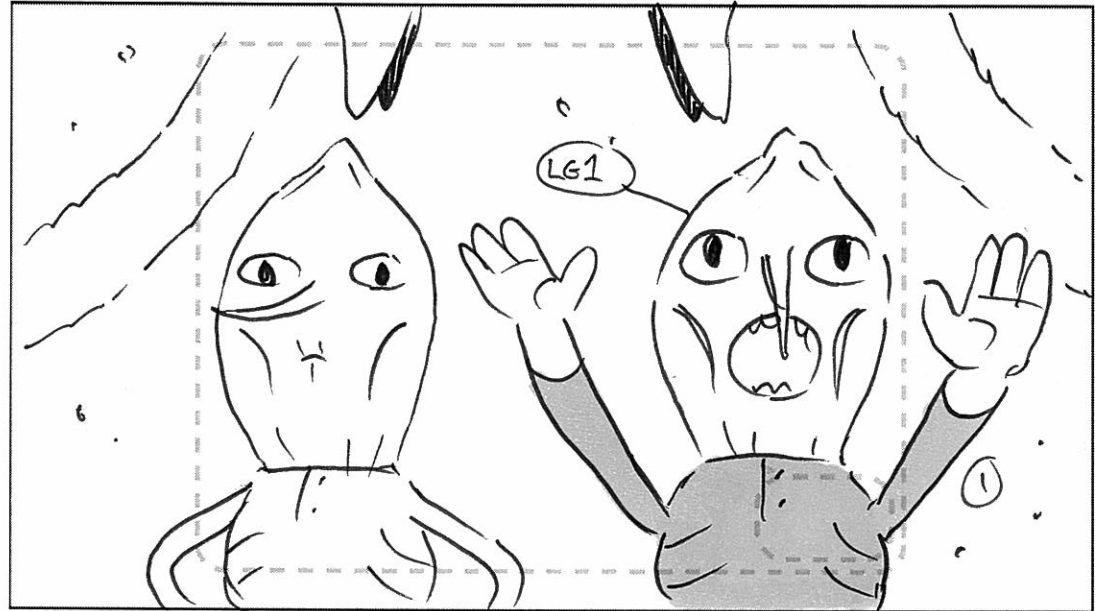


Page 190

Sc. 152 Pnl. A Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog: (CROWD:) YAY!!

(LG1) Then we will give that  
candy precious life, —→

Action: Jake stands up

Timing:

EPISODE #

Production :

1014-115

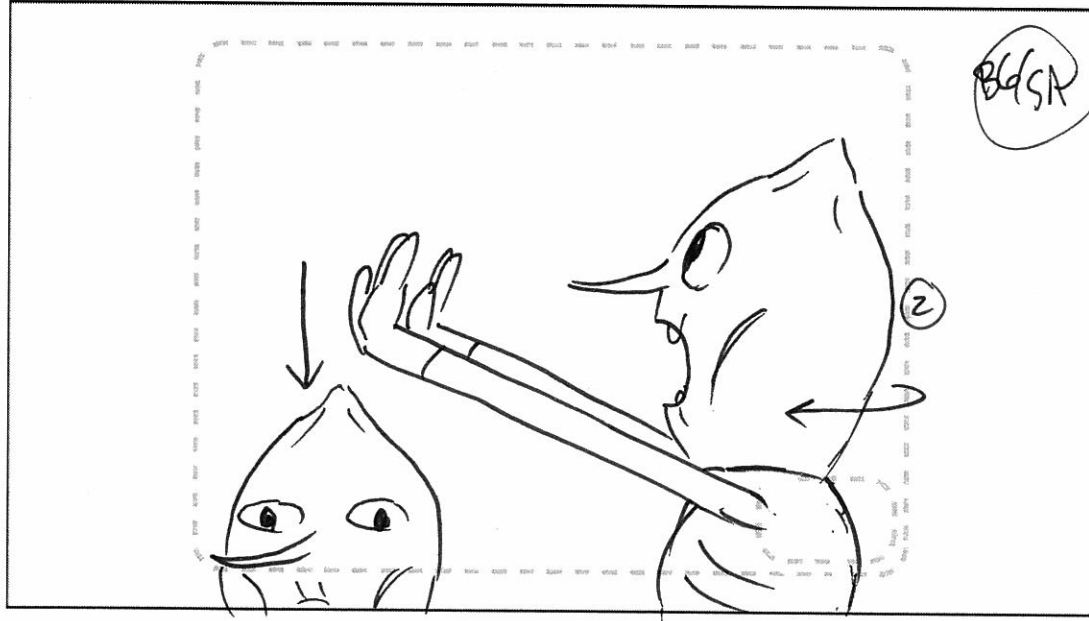
55

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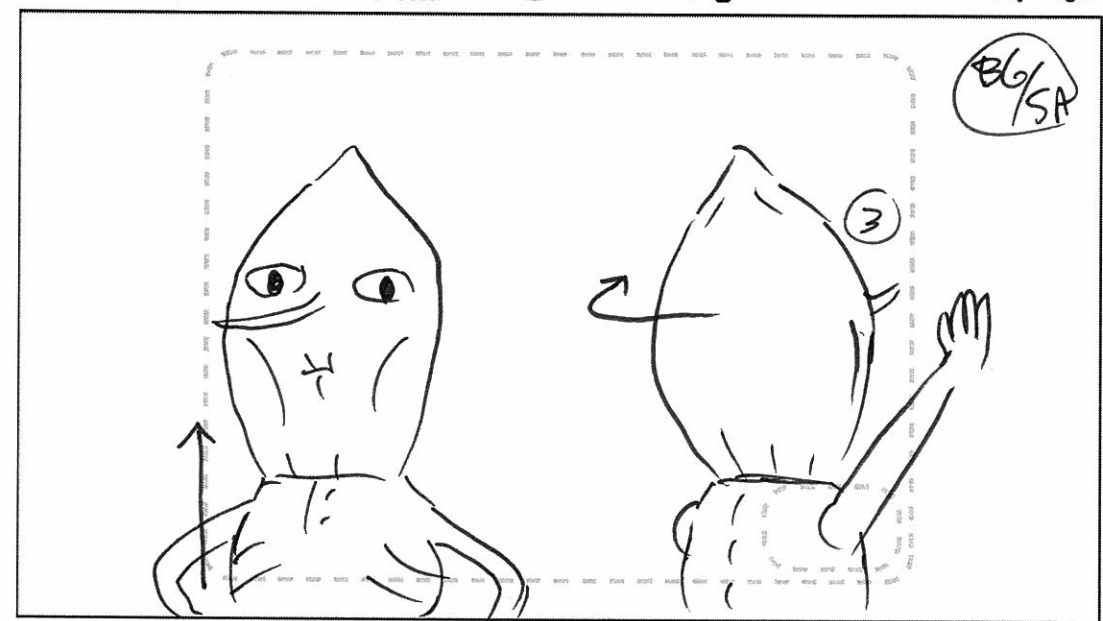
# ADVENTURE TIME



Sc. 153 Pnl. B Bg. day night



Sc. 153 Pnl. C Bg. day night



Dialog: → and build a candy army, so we may → then go forth and pillage candy →

Action: (G1) Spins around 360° in one nonstop motion

Timing:

EPISODE #

Production :

56

1014-115

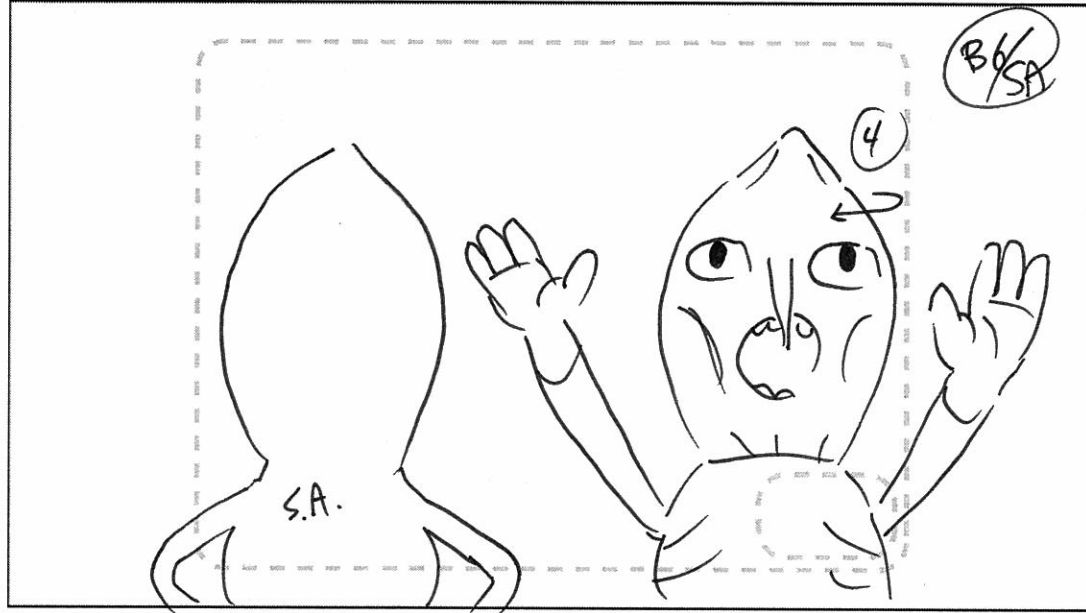


# ADVENTURE TIME

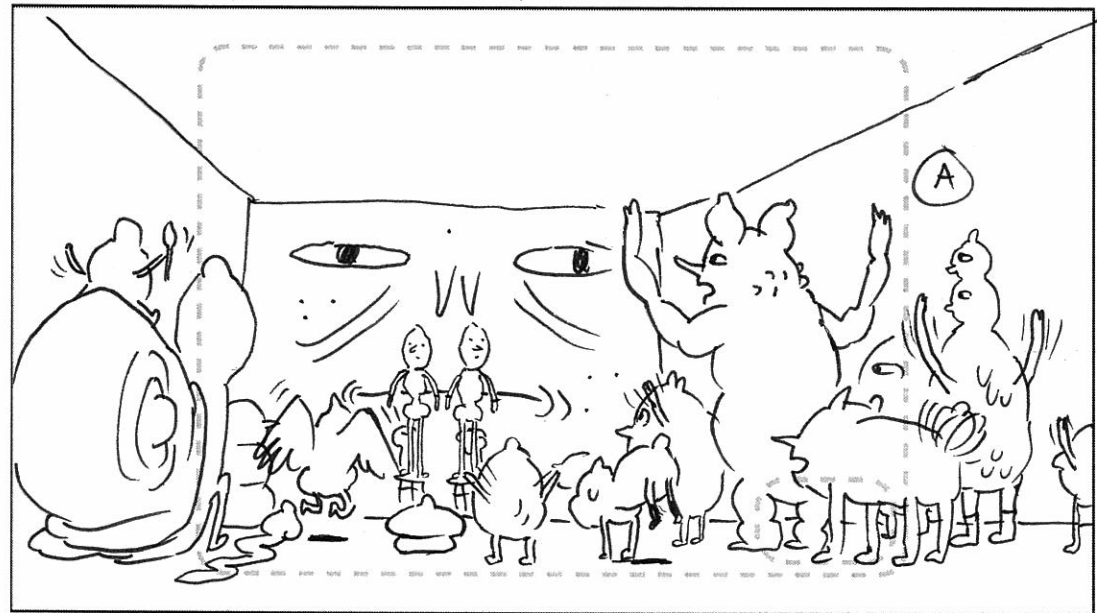


Page 192

Sc. 153 Pnl. D Bg. day night



Sc. 154 Pnl. A Bg. day night

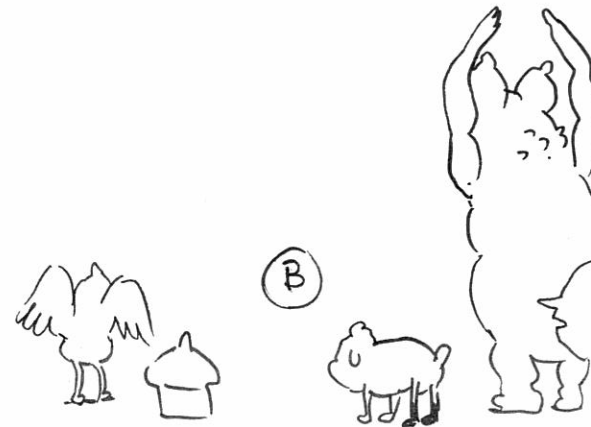


Dialog: → For all to eat!

CROWD: YAY!!

Action:

Timing:



EPISODE #

Production :

1014-115

57

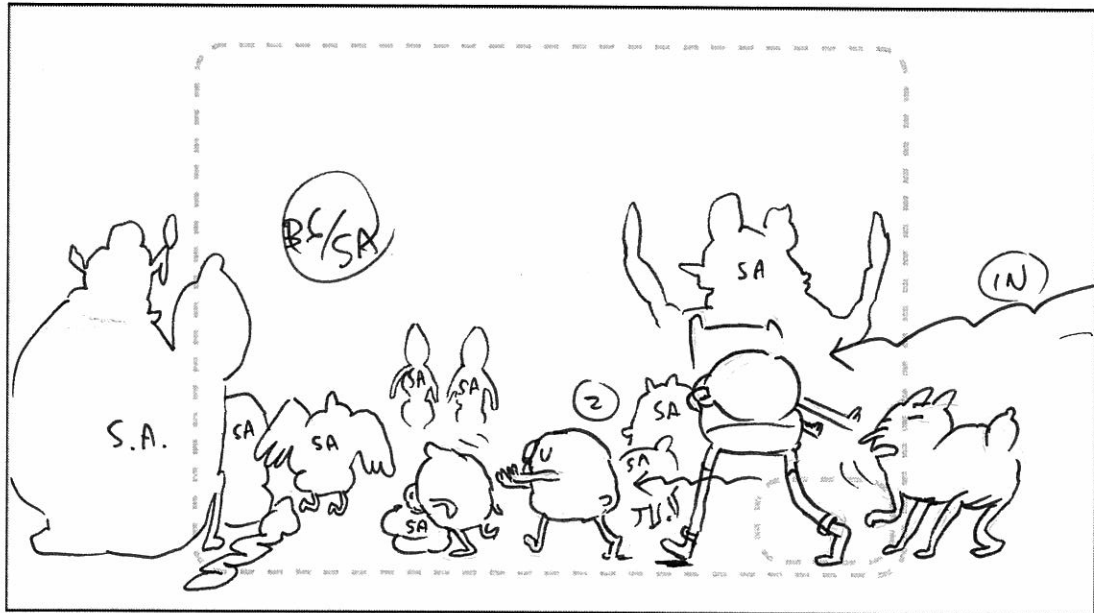


# ADVENTURE TIME

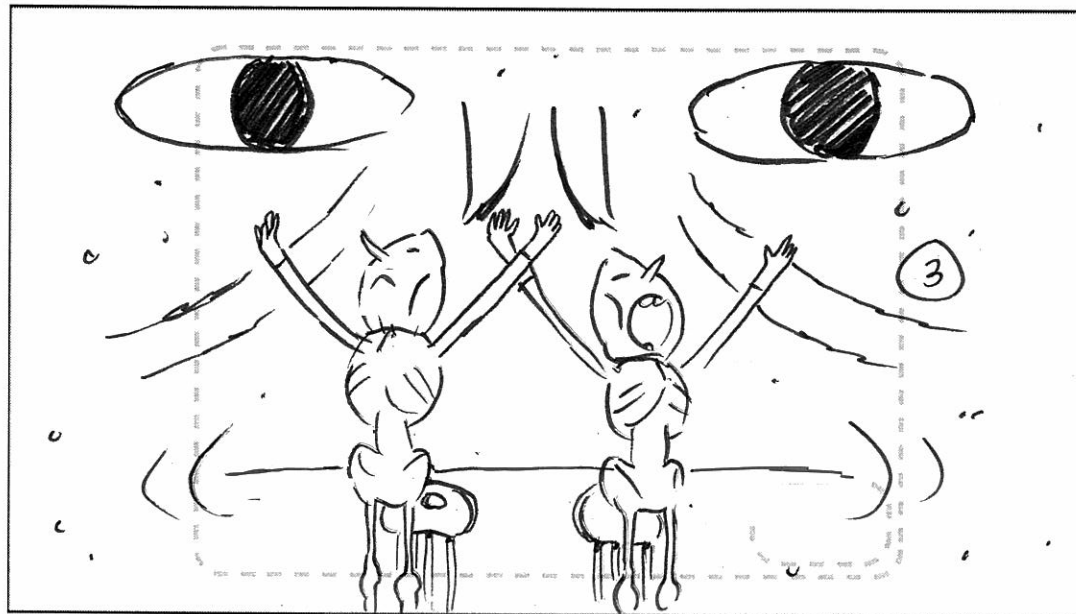


Page 193

Sc. 154 Pnl. B Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:

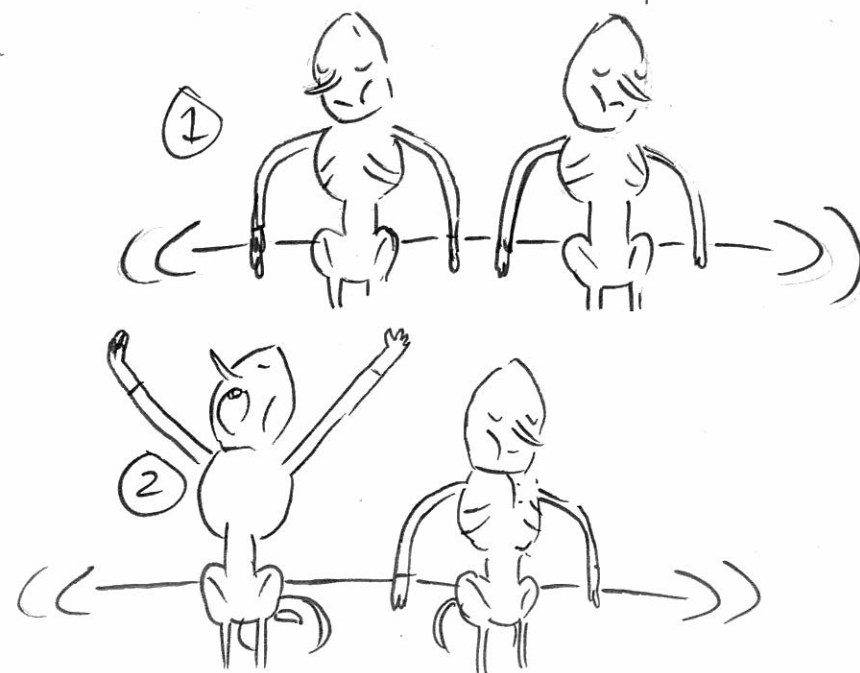
Action:

Timing:

Finn + Jake  
angrily push the  
crowd aside as  
they approach  
the Lemongrabs



Now go,  
Young  
Lemonjon!  
(A) (LG2):  
(B) (LG1): Go! Go!



EPISODE #

1014-115

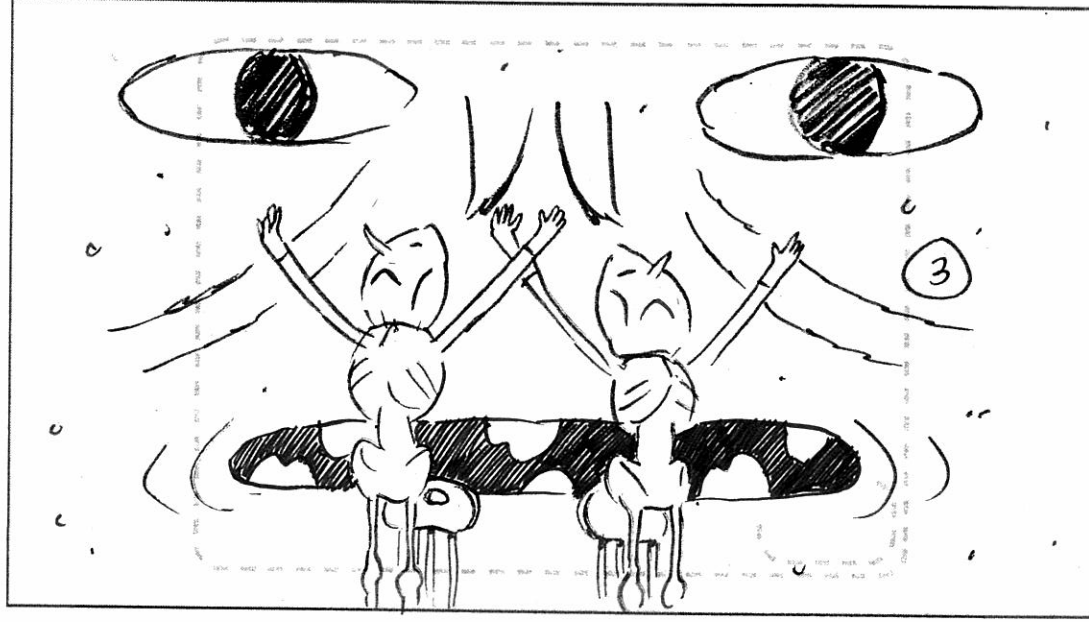
58

# ADVENTURE TIME

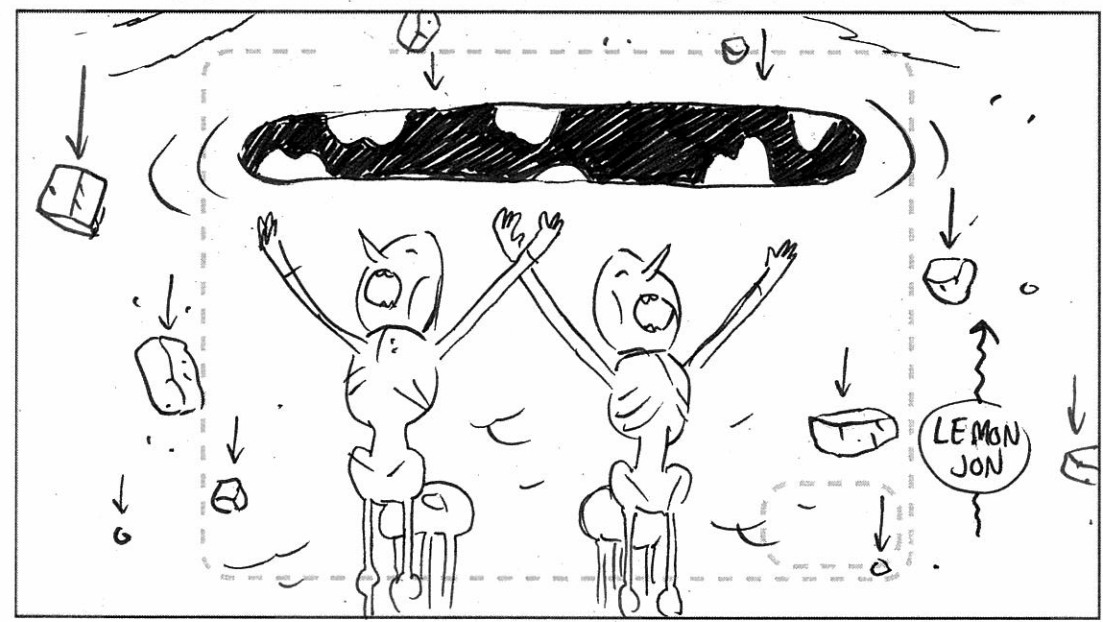


Page 194

Sc. 155 Pnl. B Bg. day night



Sc. 155 Pnl. C Bg. day night



Dialog:

(LEMONJON): \* GROWL \*

(LG 1): Go Go go Go GO go Go  
(LG 2):

(CROWD): Go Go Go Go Go Go (LJON): GROWL

Action:

- {{ SCREEN SHAKE }}  
- Rubble falls throughout  
- Lemonjon rises in one motion, no stops

Timing:

EPISODE #

Production :

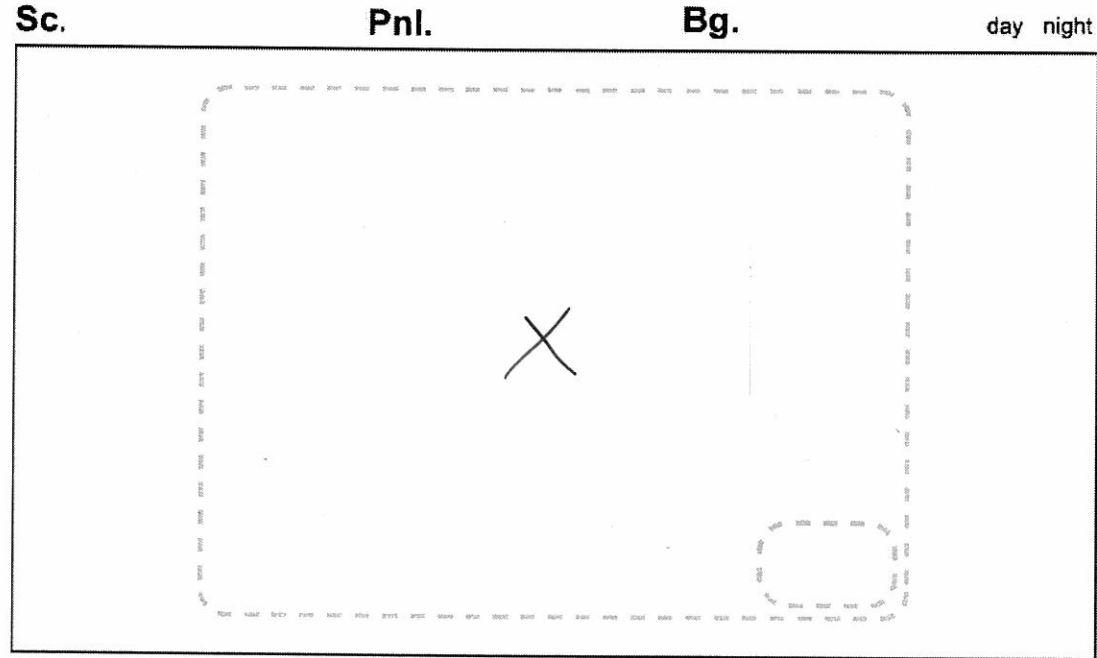
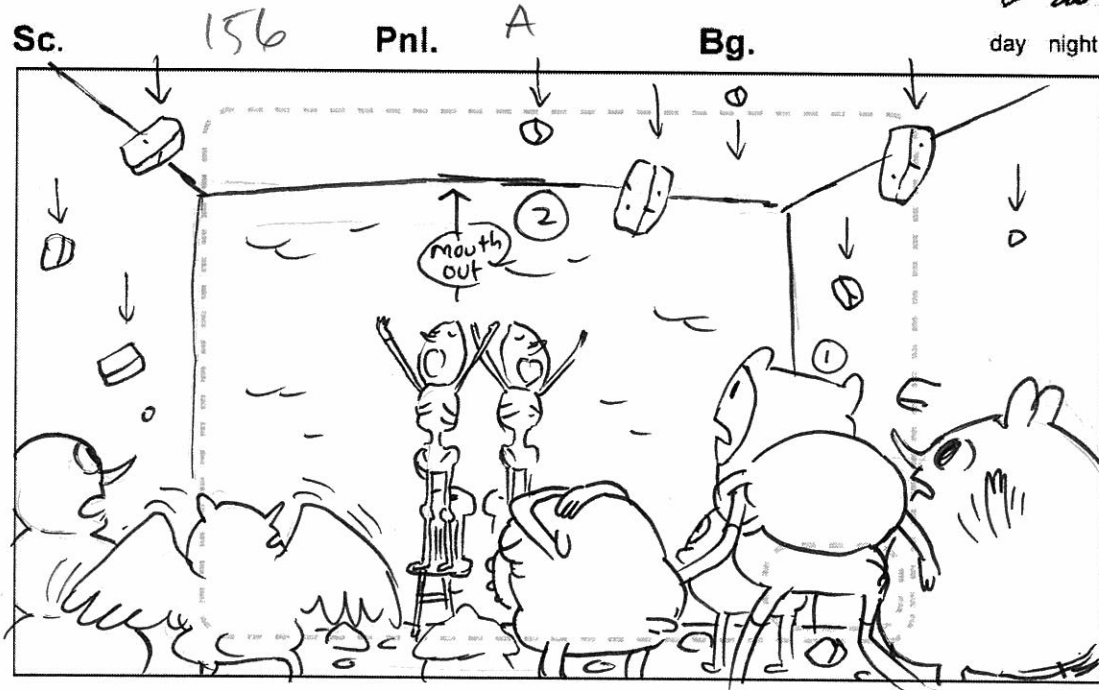
1014-115

59

# ADVENTURE TIME



Page 195



Dialog:

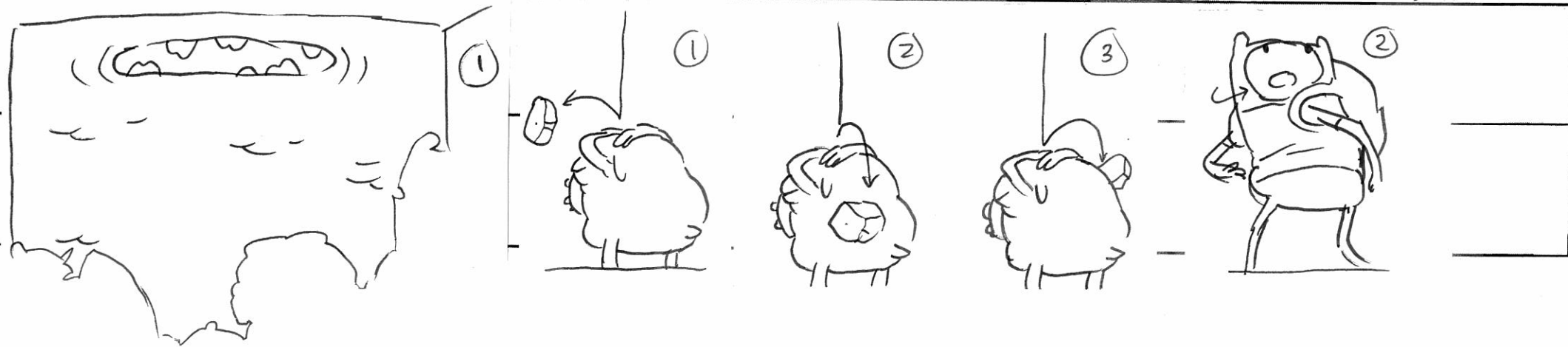
LG1: Go Go Go Go Go  
LG2: Go Go Go Go Go  
(CROWD):  
(Lemonjon): \*GROWL\*

(JAKE): ooh - oof - ah

\* screen shake \*      \* Lemonjon moves up along wall throughout scene, not stopping

Action:

Timing:



EPISODE #

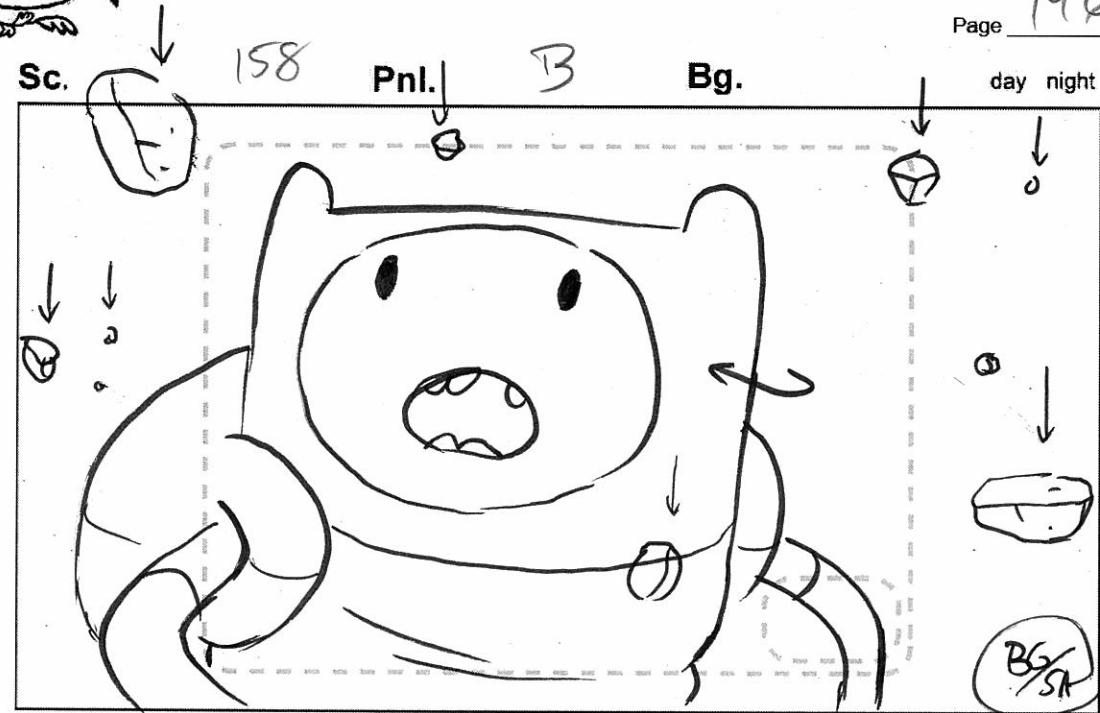
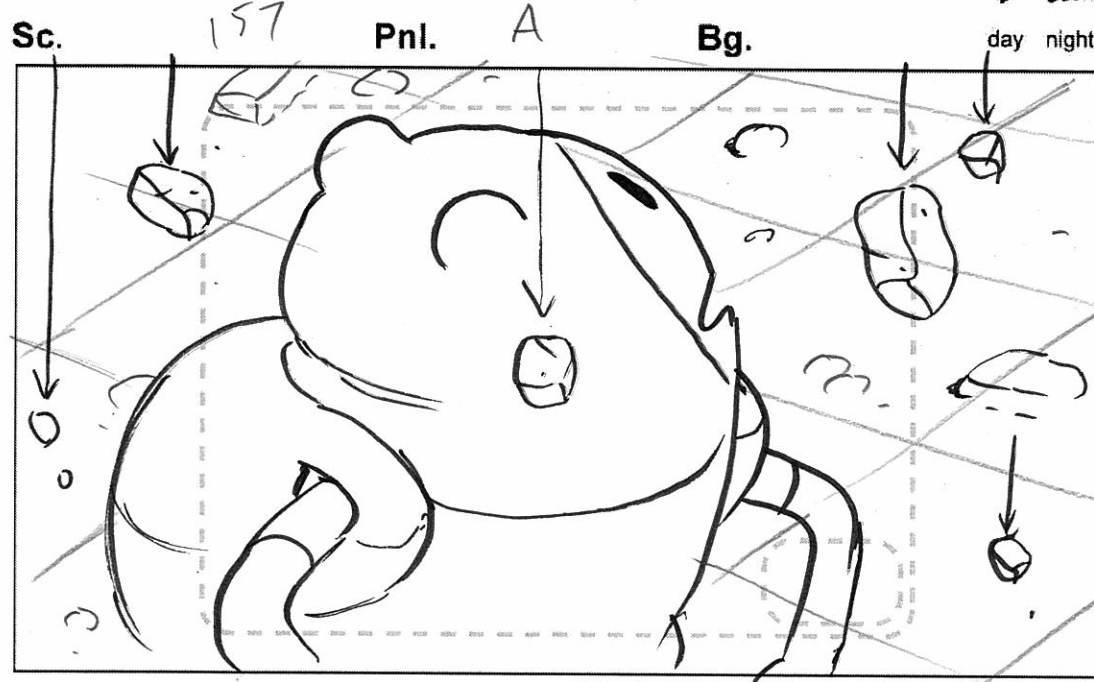
60

Production :

# ADVENTURE TIME



Page 196



Dialog:

(F:) WHAT'S GOING ON LEMONGRASS!?

Action: - screen shake →

Timing:

EPISODE #

Production :

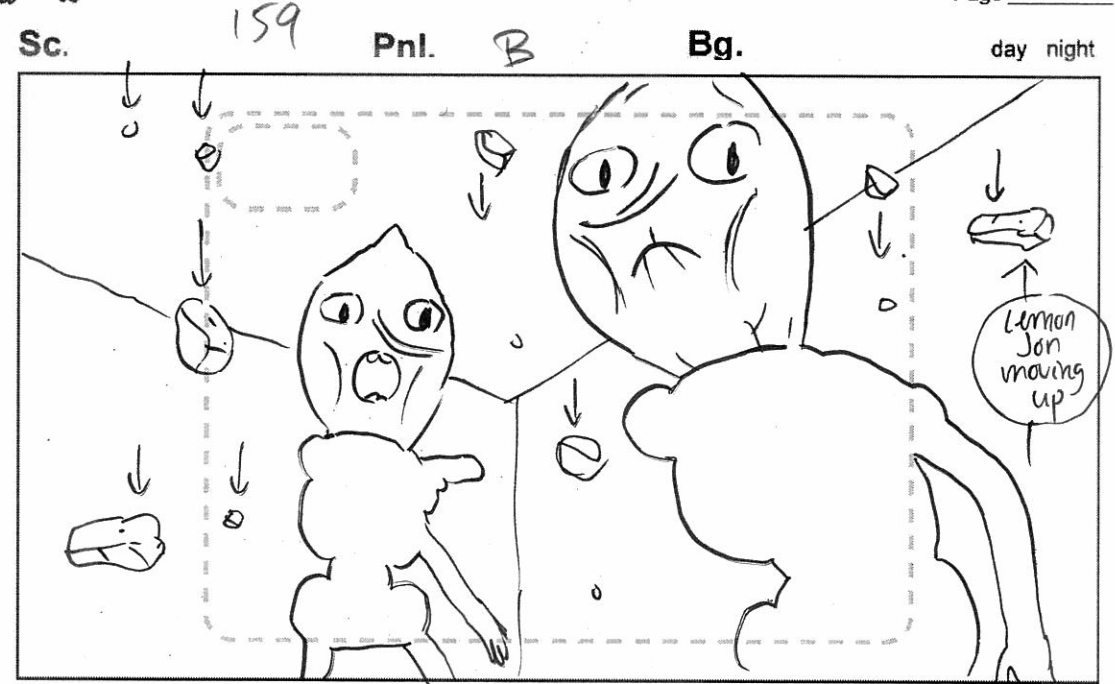
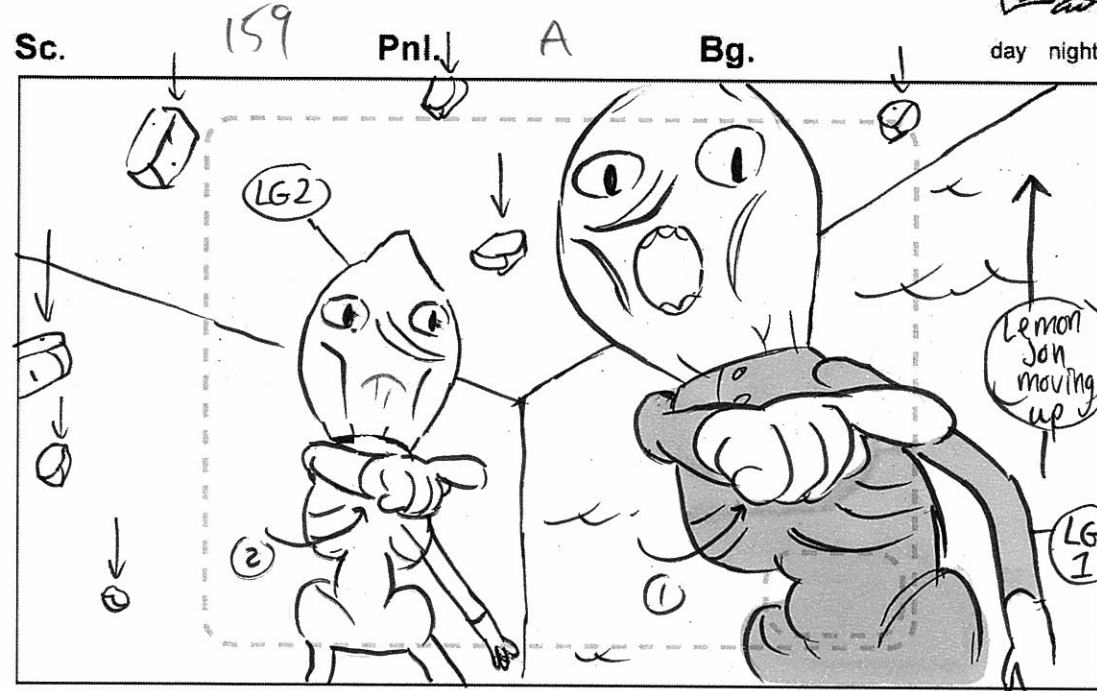
1014-115

61

# ADVENTURE TIME



Page 197



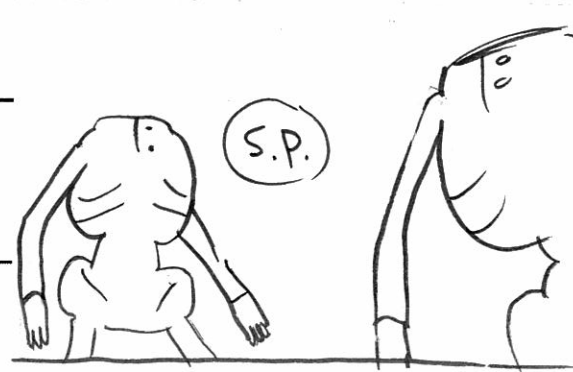
Dialog: (LG1:) It's ALL YOUR FAULT!

(LG2:) ALL YOUR FAULT!

Action:

- ① LG1 hand up
- ② LG2 hand up
- ③ LG1 speaks

Timing:



EPISODE #

Production :

1014-115

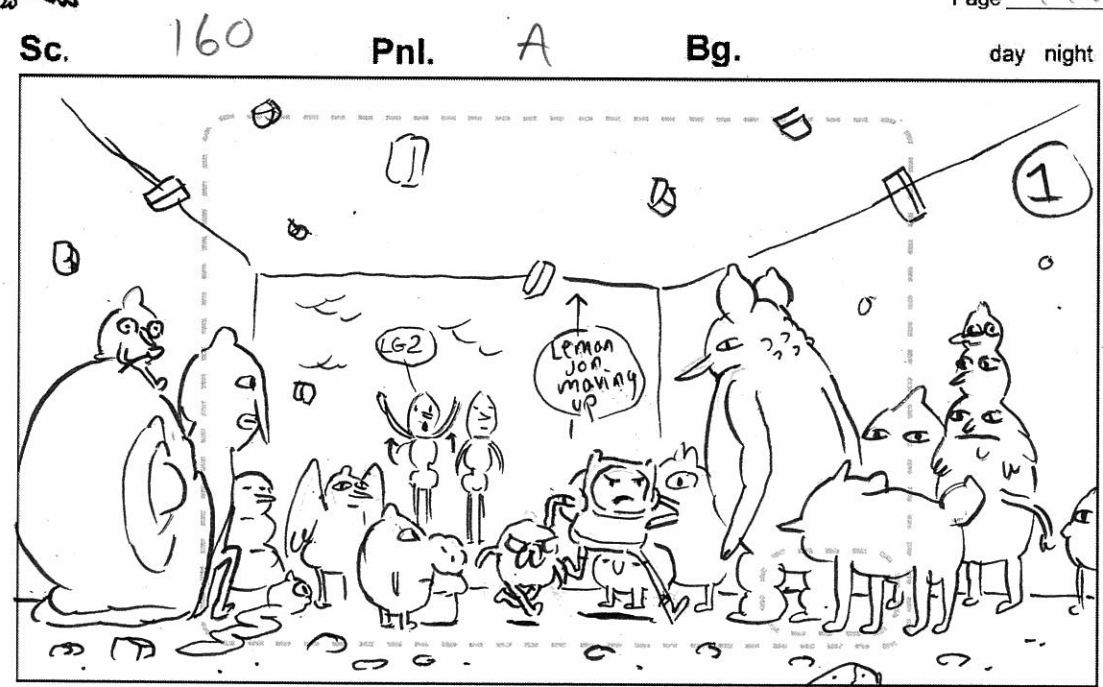
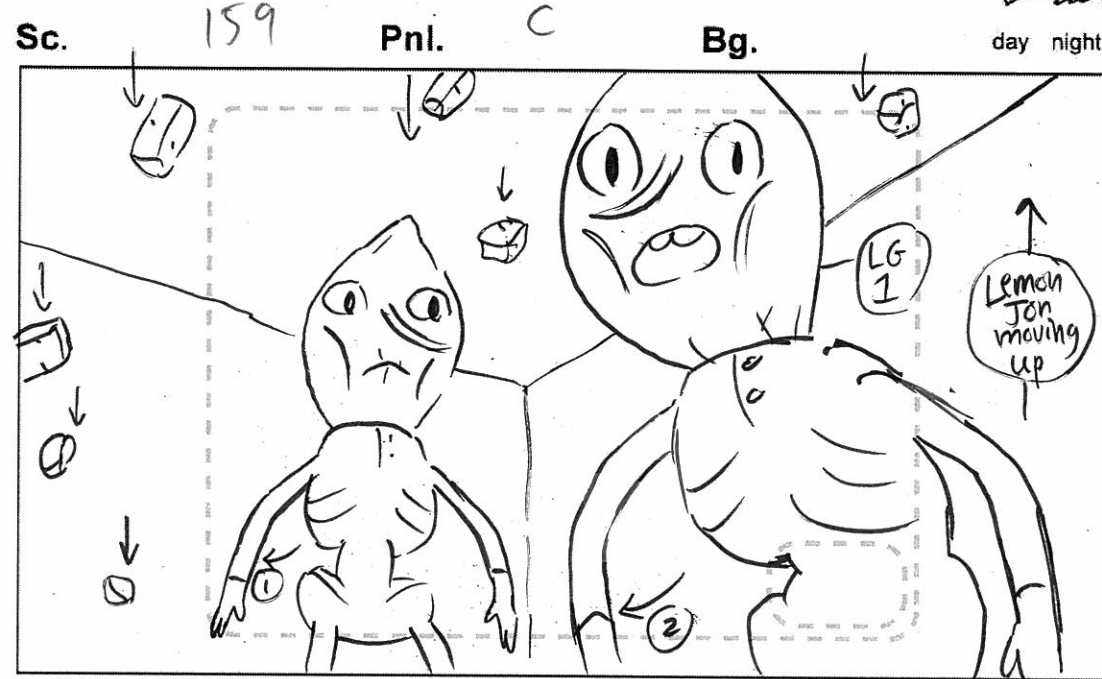
62



# ADVENTURE TIME



Page 198



Dialog:	(LG 1:) WE WARNED YOU!	(LG 2:) WE WARNED YOU ABOUT US!
Action:		
Timing:		

EPISODE #

Production :

1014-115

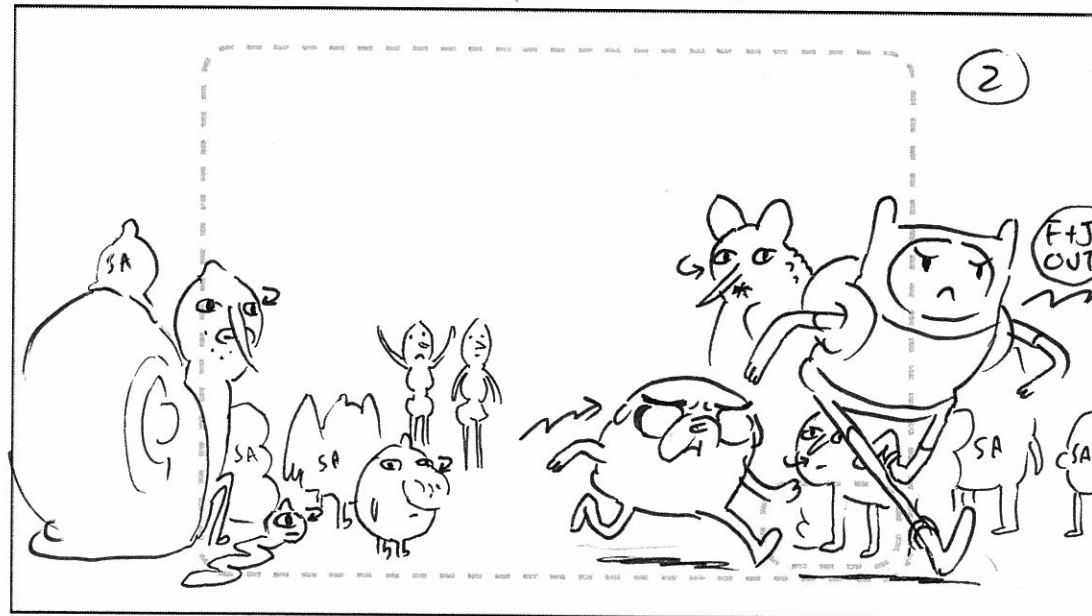
3

# ADVENTURE TIME

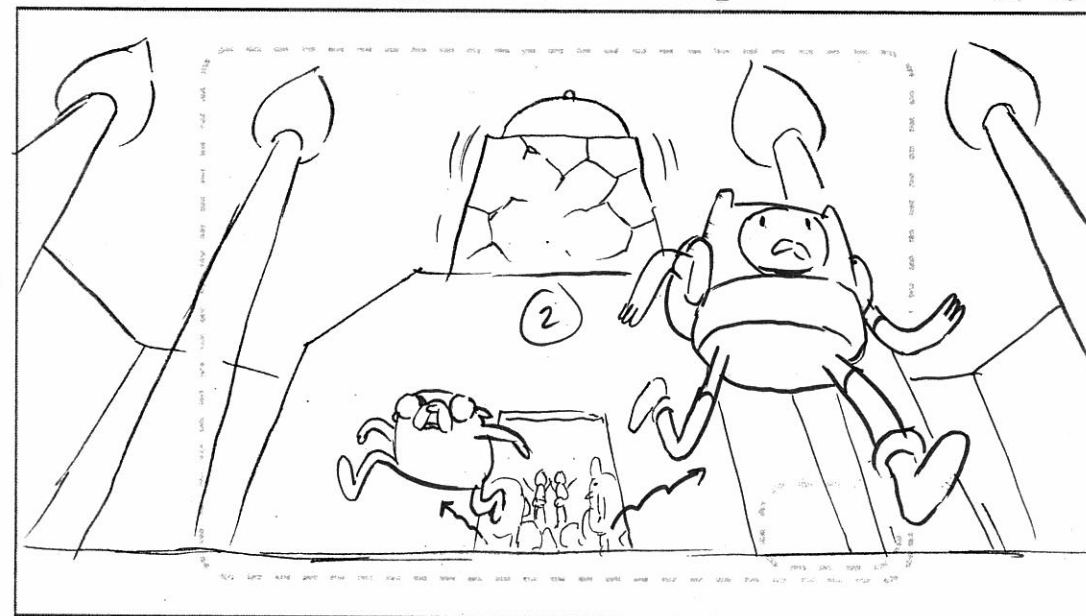


Page 199

Sc. 160 Pnl. B Bg. day night



Sc. 161 Pnl. A Bg. day night

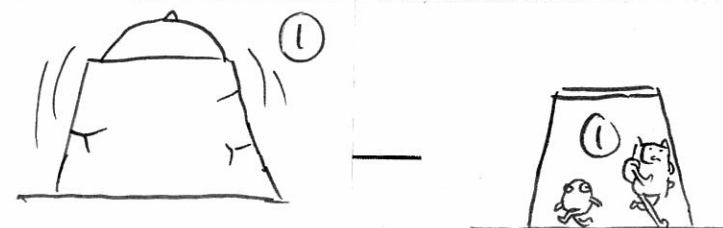


Dialog:

(LEMON JON:) \* muffled growl \*

Action:

Timing:



EPISODE #

Production :

1014-115

64

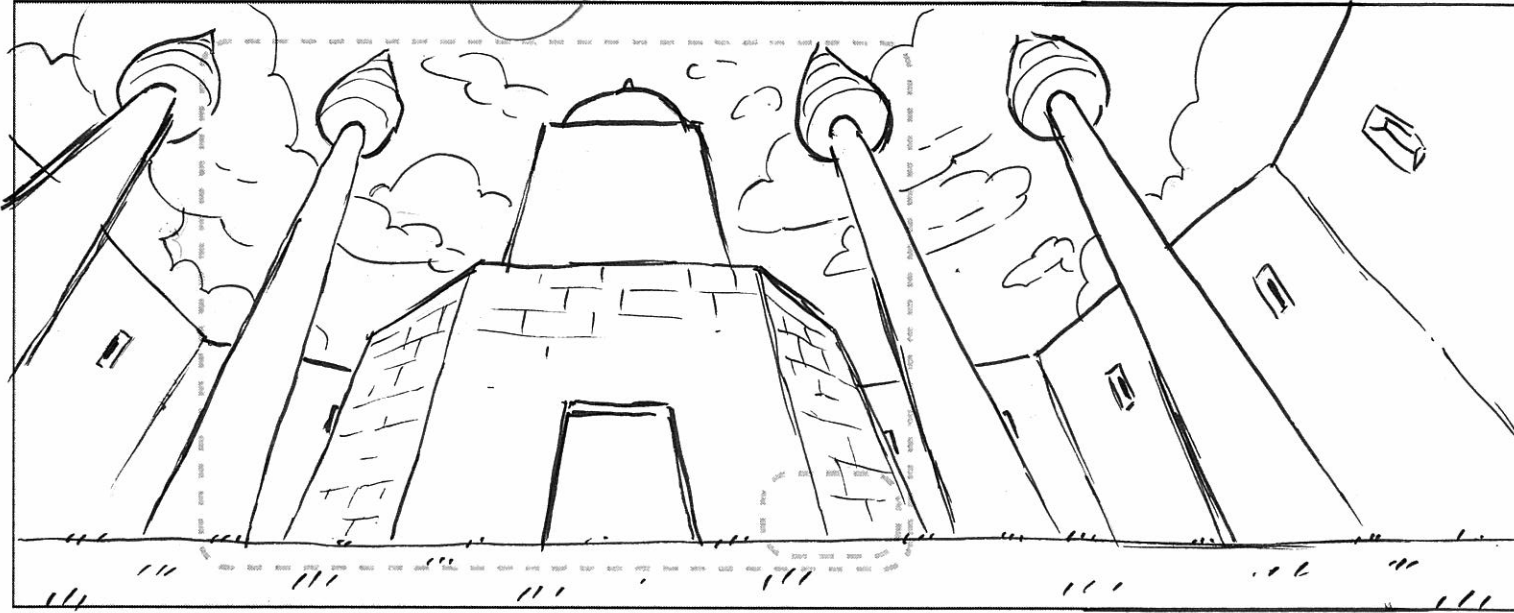
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# ADVENTURE TIME



Page 200

Sc. 161 Pnl. BG Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

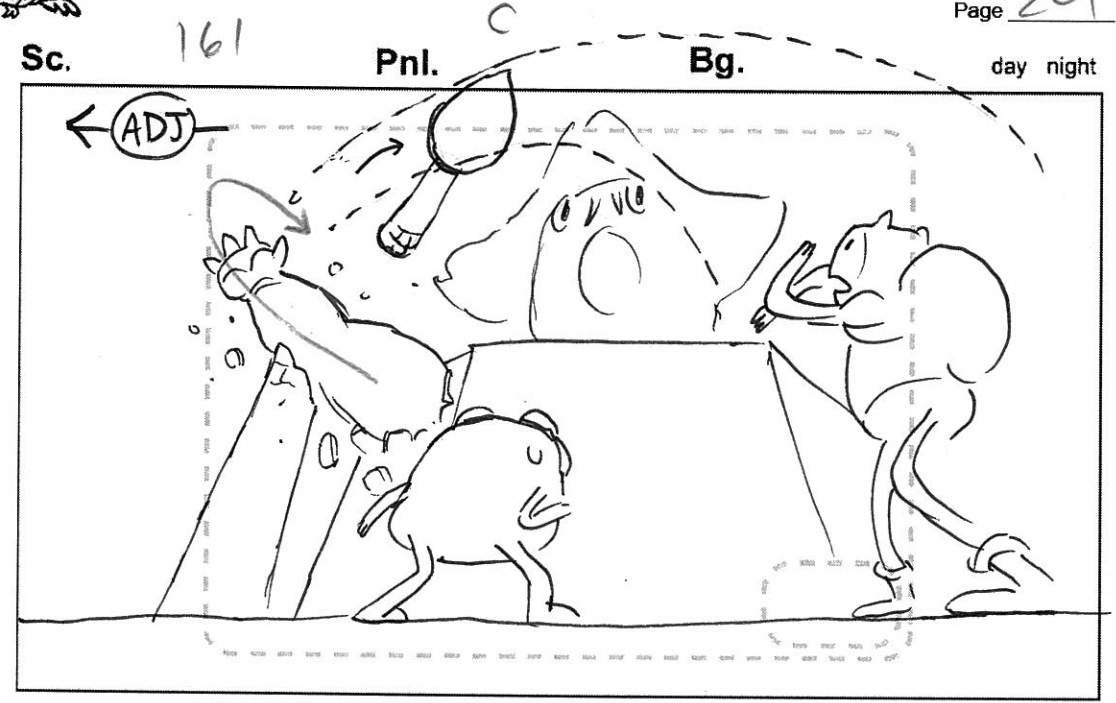
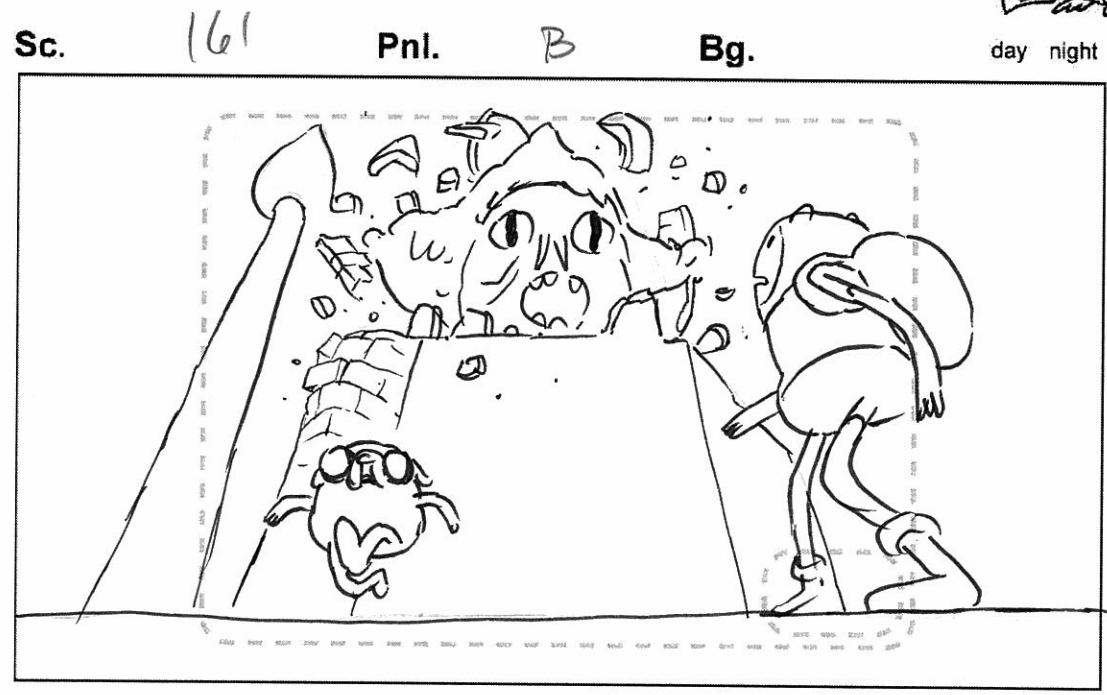
1014-115

LS



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# ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE #

Produ

1014-115

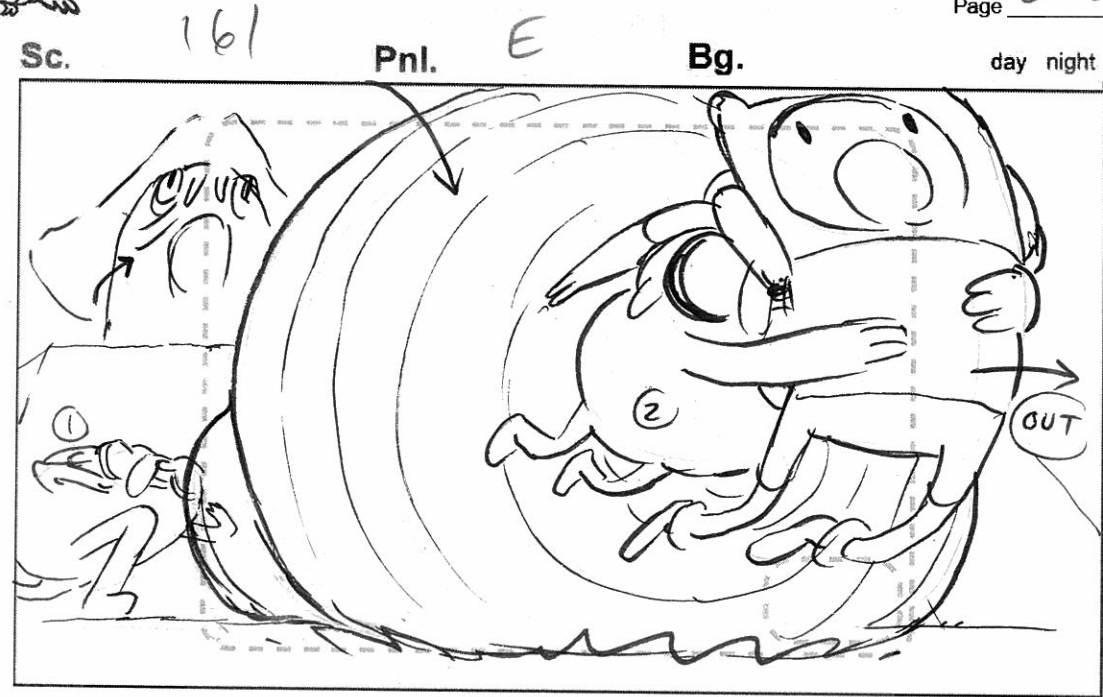
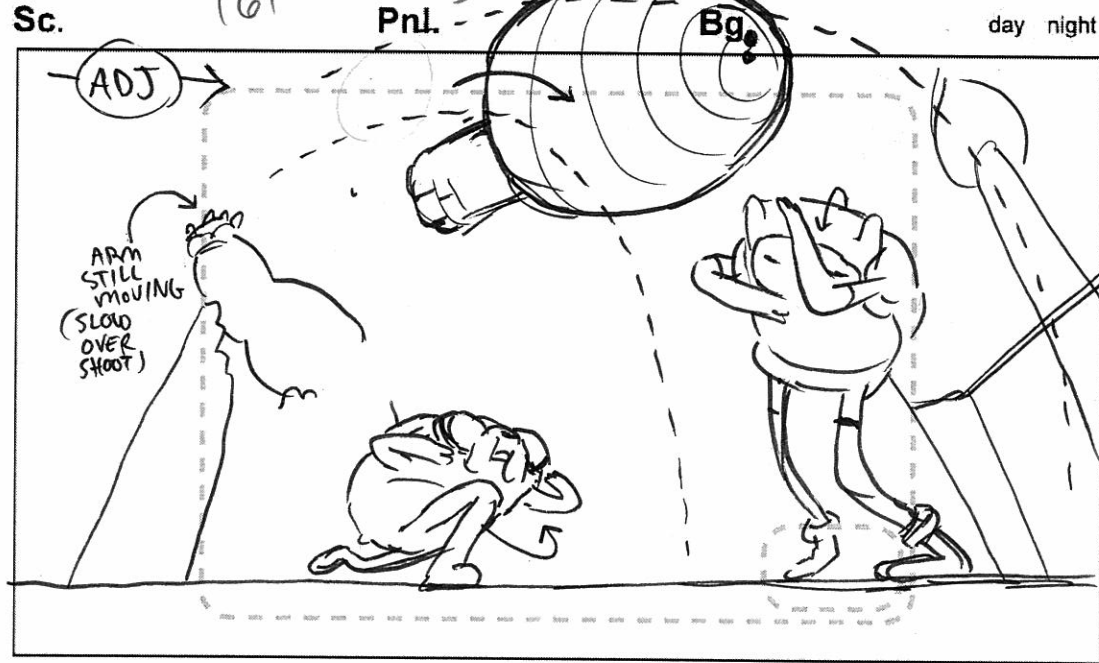
66

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# ADVENTURE TIME



Page 202



Dialog:

LEMONJON: \*ROARR!! \*

Action:

Timing:

EPISODE #

Production :

1014-115

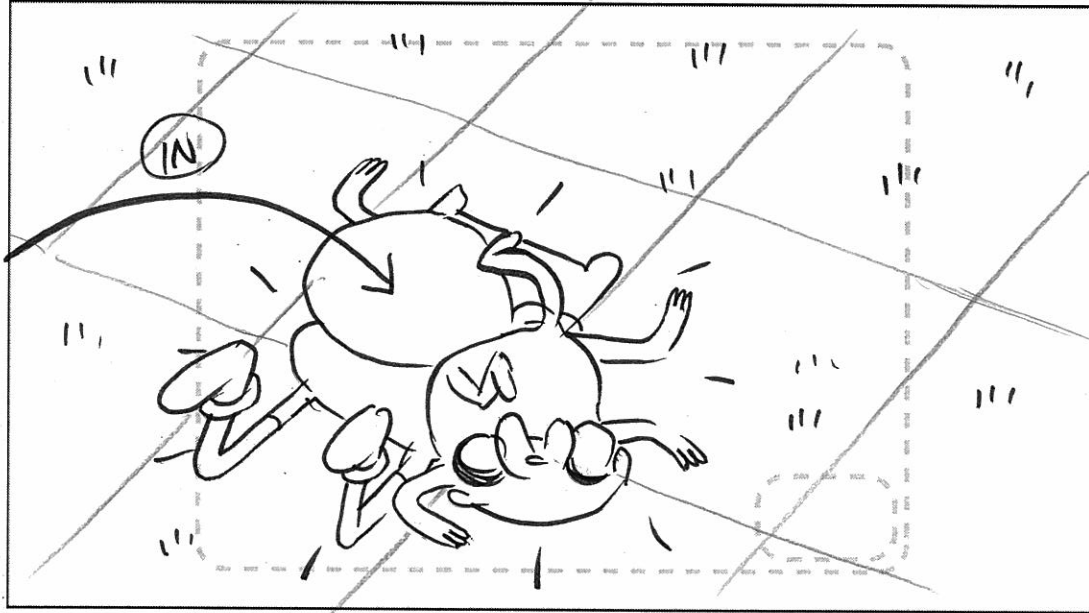
67

# ADVENTURE TIME

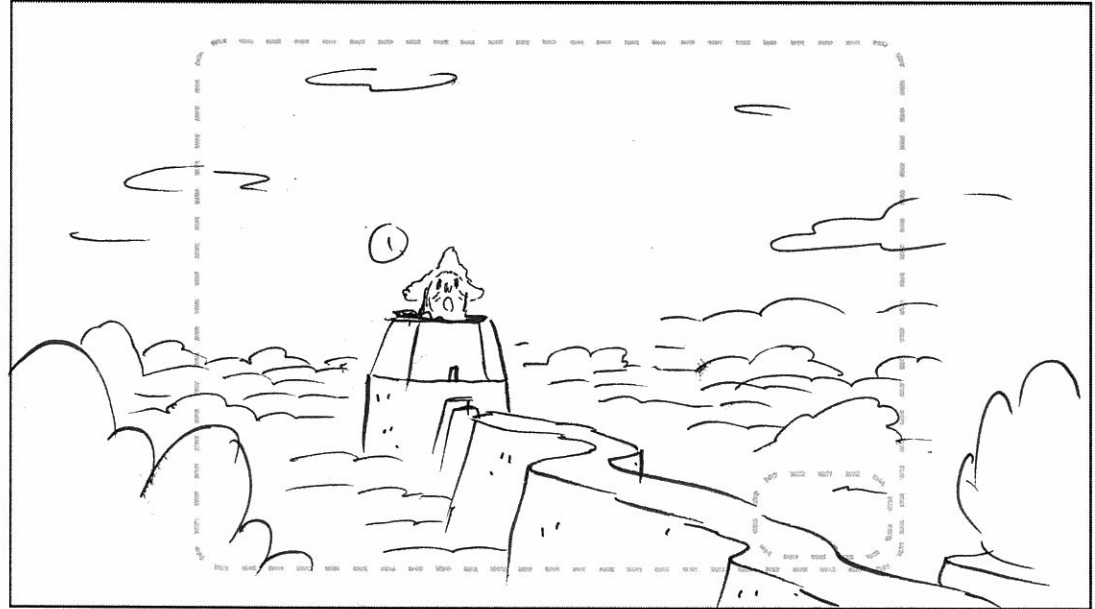


Page 203

Sc. 162 Pnl. A Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog:

(LJ) \*ROAR !!\*

Action:

Timing:



EPISODE #

Production :

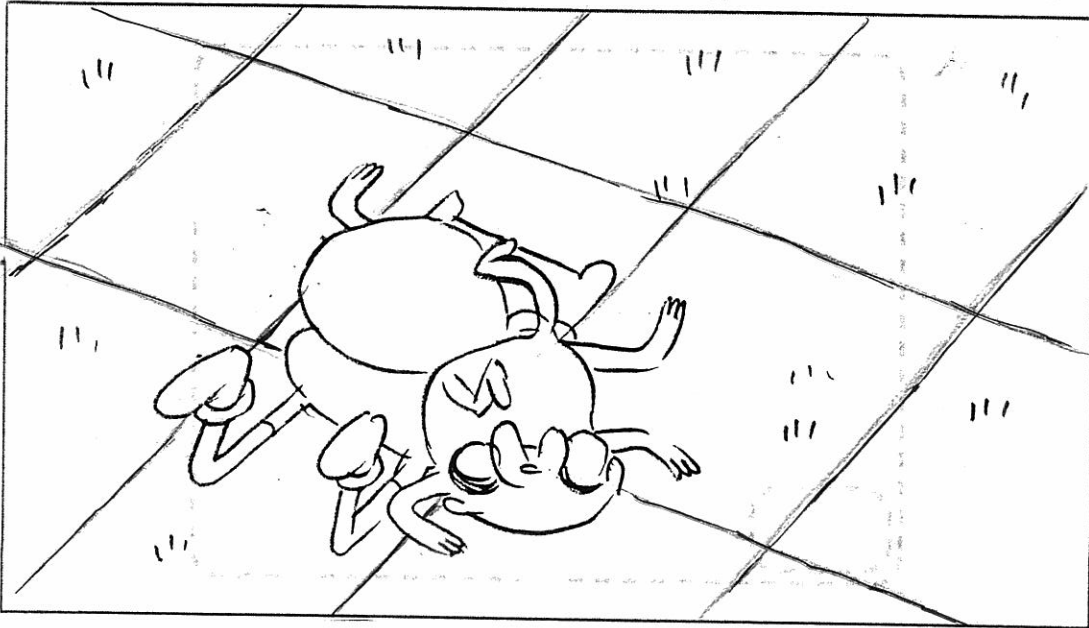
1014-115

68

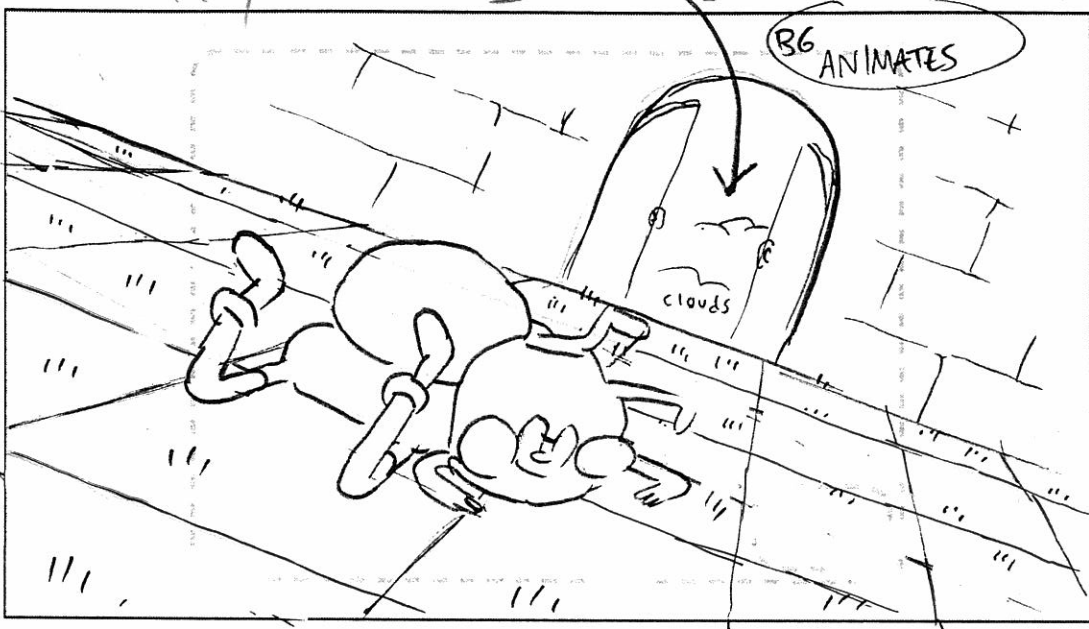
ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. 164 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

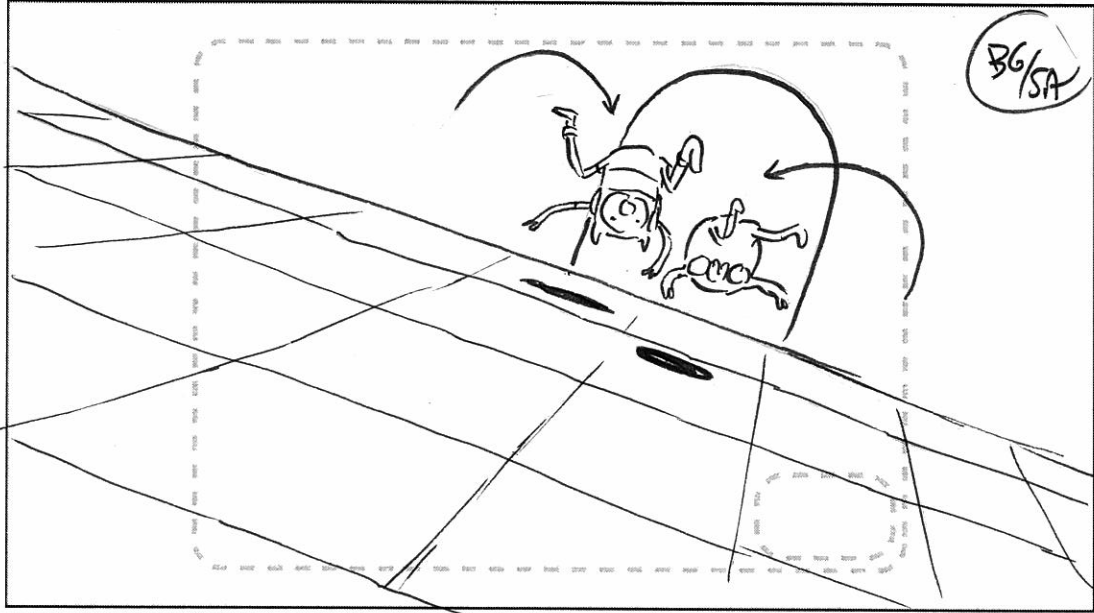
69 1014-115

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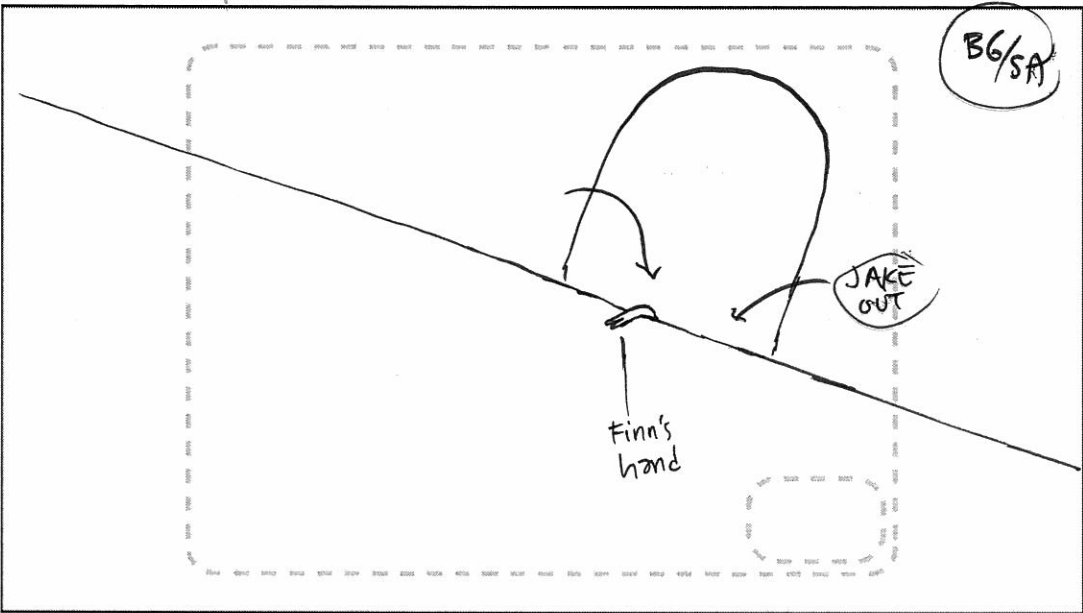
# ADVENTURE TIME



Sc. 164 Pnl. C Bg. day night



Sc. 164 Pnl. D Bg. day night



Dialog:
Action:
Timing:

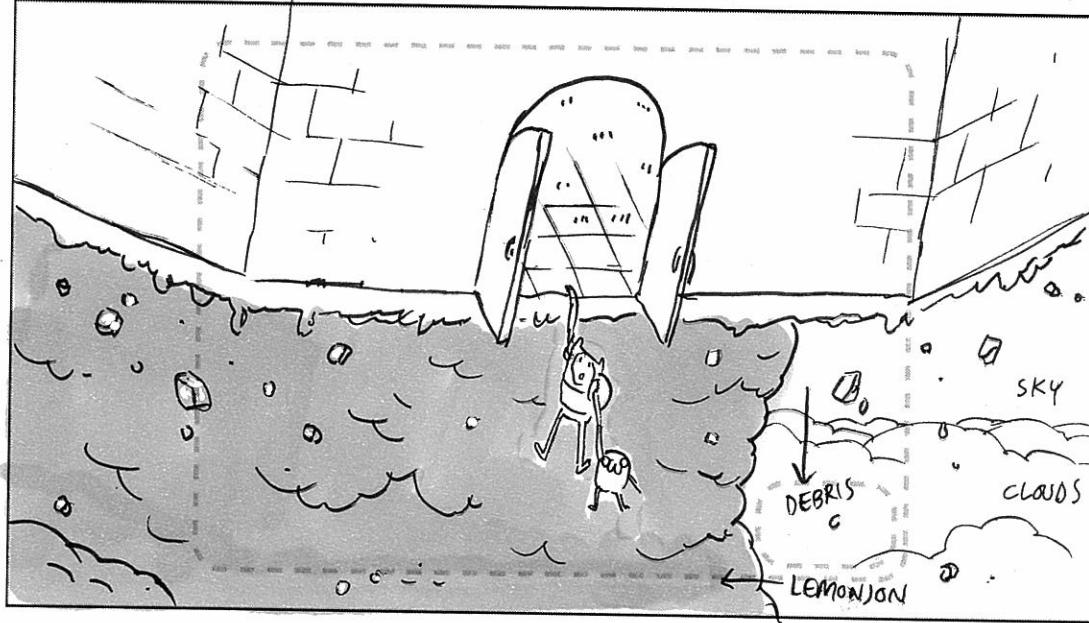
Production : EPISODE #

70 1014-115

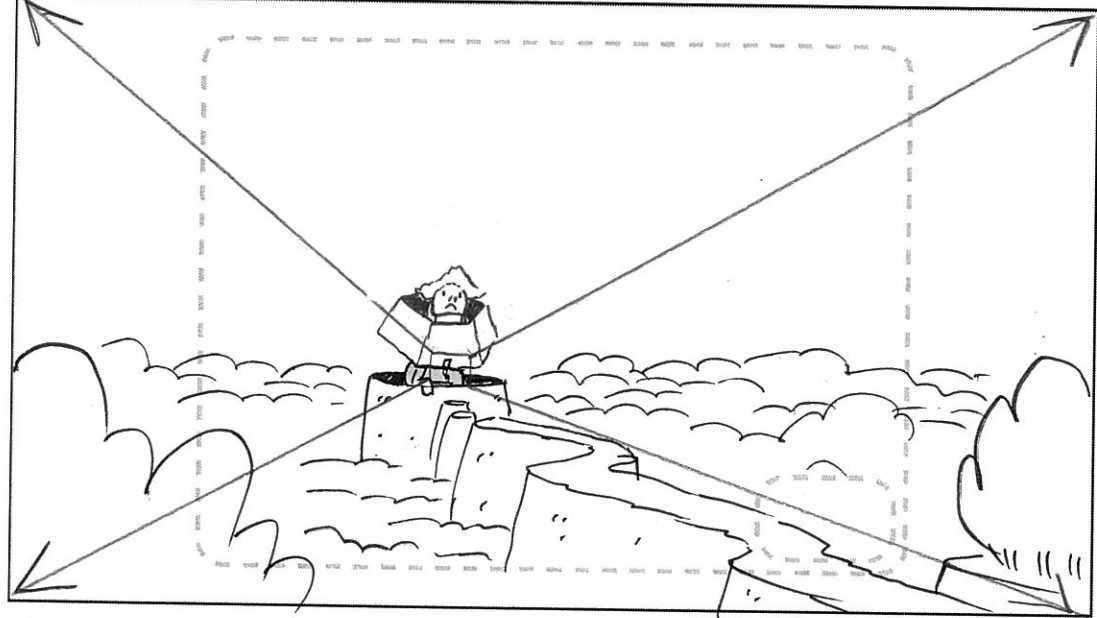
# ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

Action:

HUGE TRUCK-OUT

Timing:

EPISODE #

1014-115

71

Production :

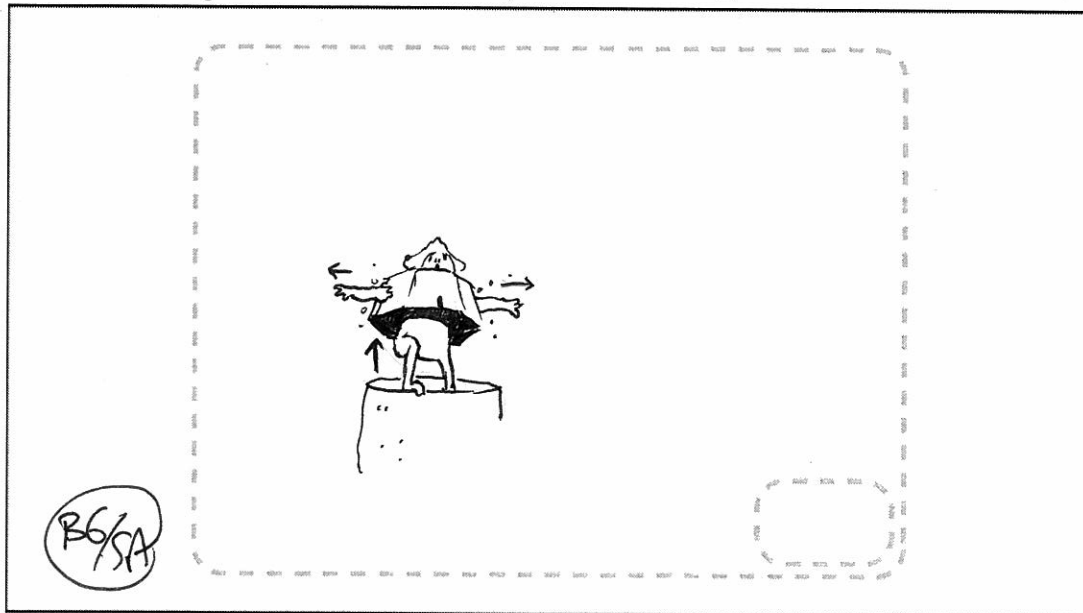
Page 206

# ADVENTURE TIME

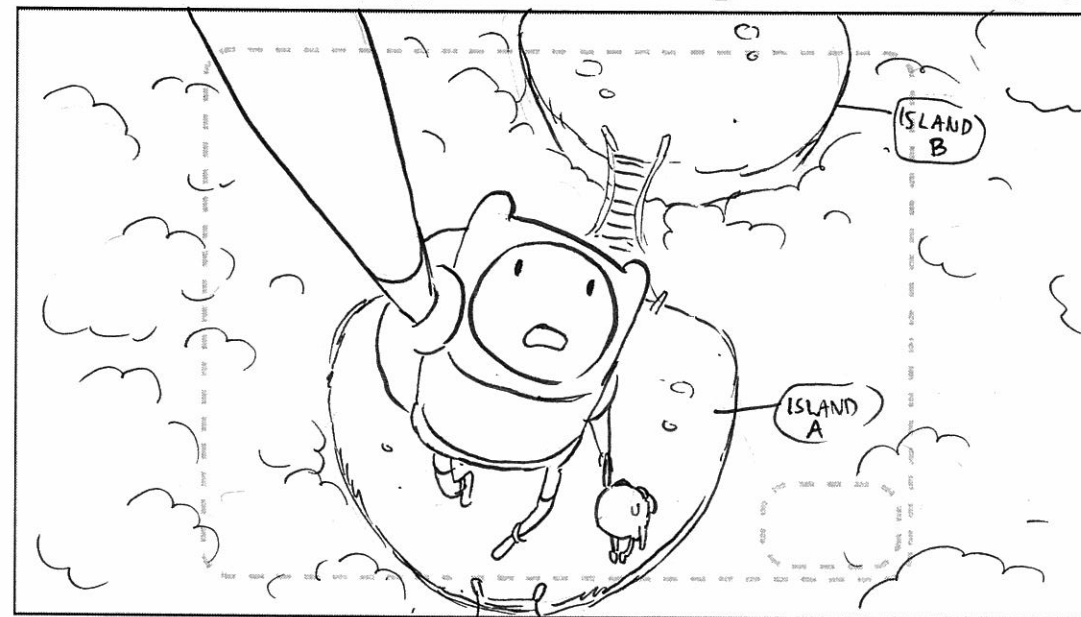


Page 207

Sc. 166 Pnl. B Bg. day night



Sc. 167 Pnl. A Bg. day night



Dialog:

(LJ:) \* ROAR!! \*

Action:

Timing:

EPISODE #

Production :

1014-115

72



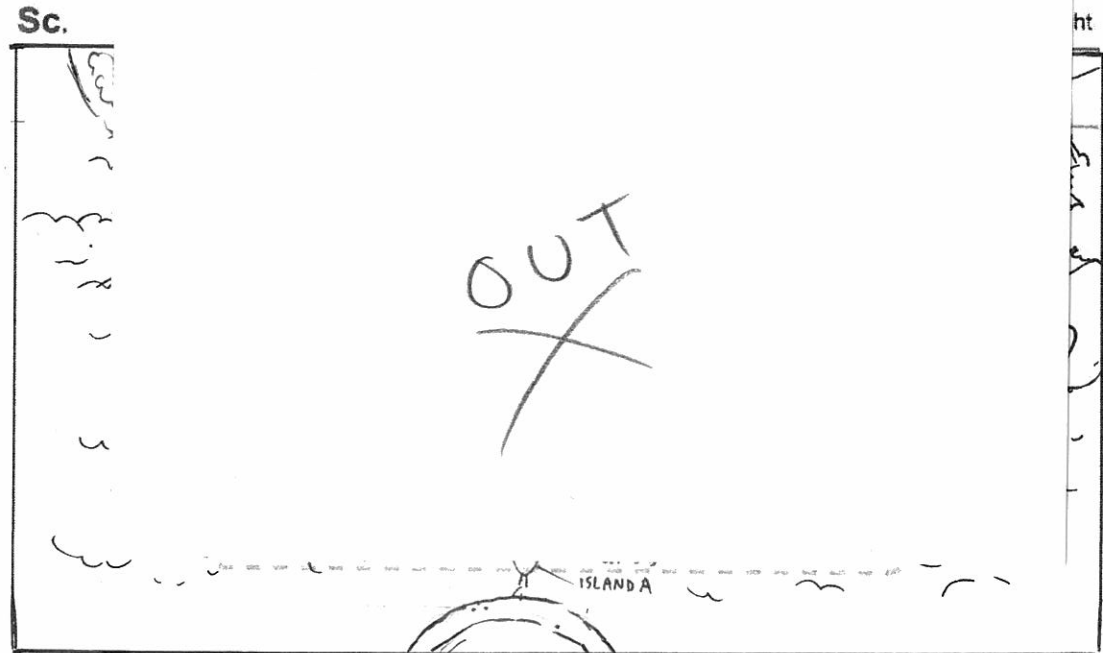
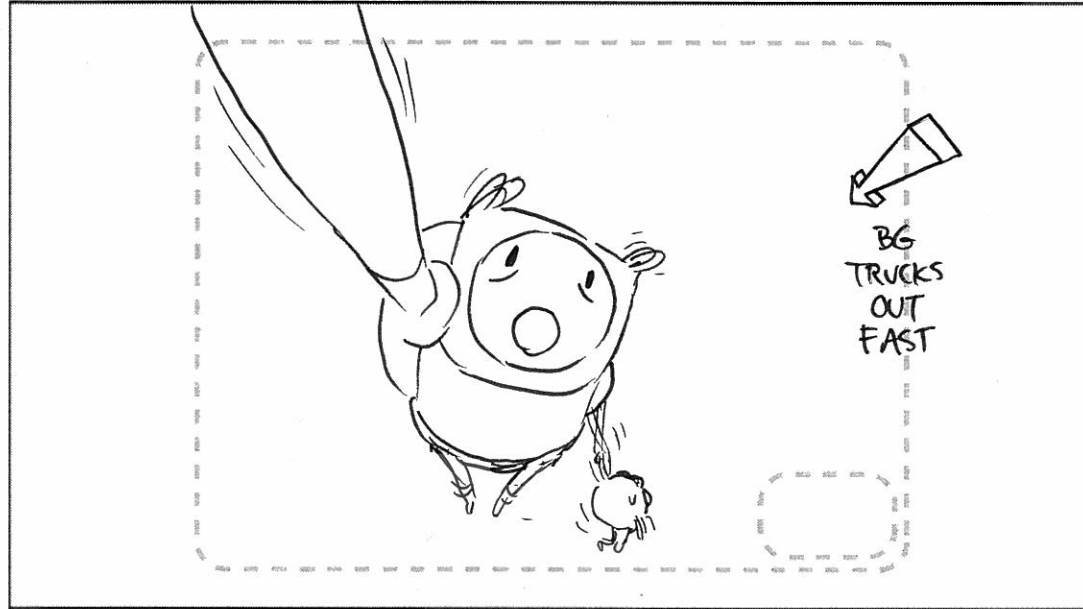
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# ADVENTURE TIME



Page 208

Sc. 167 Pnl. B Bg. day night



ht

Dialog:	(F+J:) YAAAH!!
Action:	
Timing:	

EPISODE #

Production :

73

1014-115



# ADVENTURE TIME



Sc.

167

Pnl.

B6

Bg.

day night



73.5

1014-115

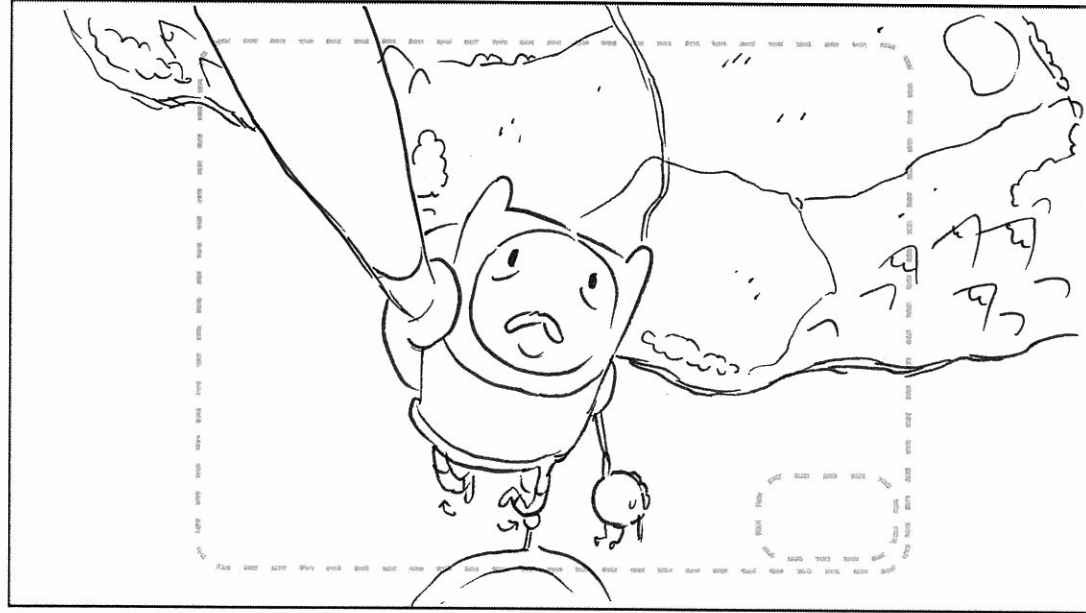
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# ADVENTURE TIME

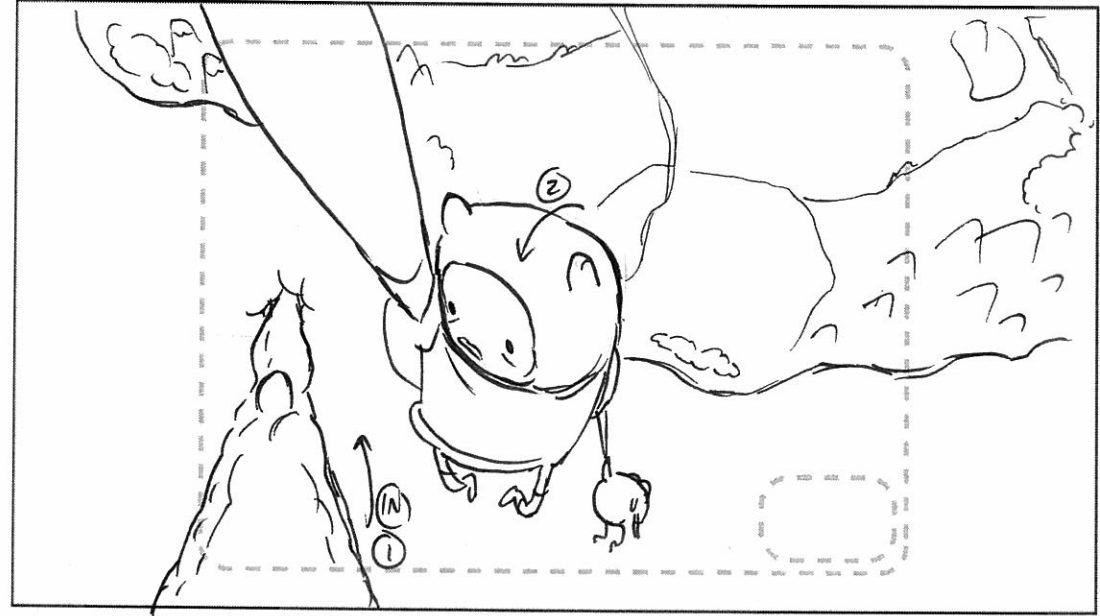


Page 210

Sc. 167 Pnl. C Bg. day night



Sc. 167 Pnl. D Bg. day night



Dialog: (F:) \* huff - puff \*

(A:) SFX: BOOM!  
(B:) (FINN:) What the ?

Action: Leg steps in , then finn reacts to sound.

Timing:

EPISODE #

Production :

1014-115

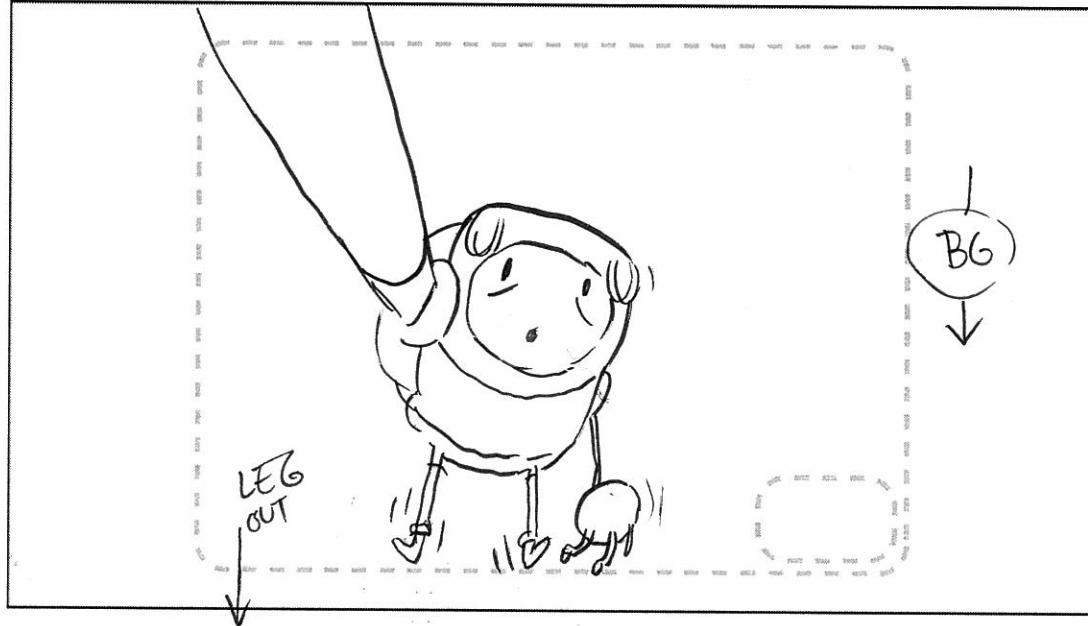
74

# ADVENTURE TIME

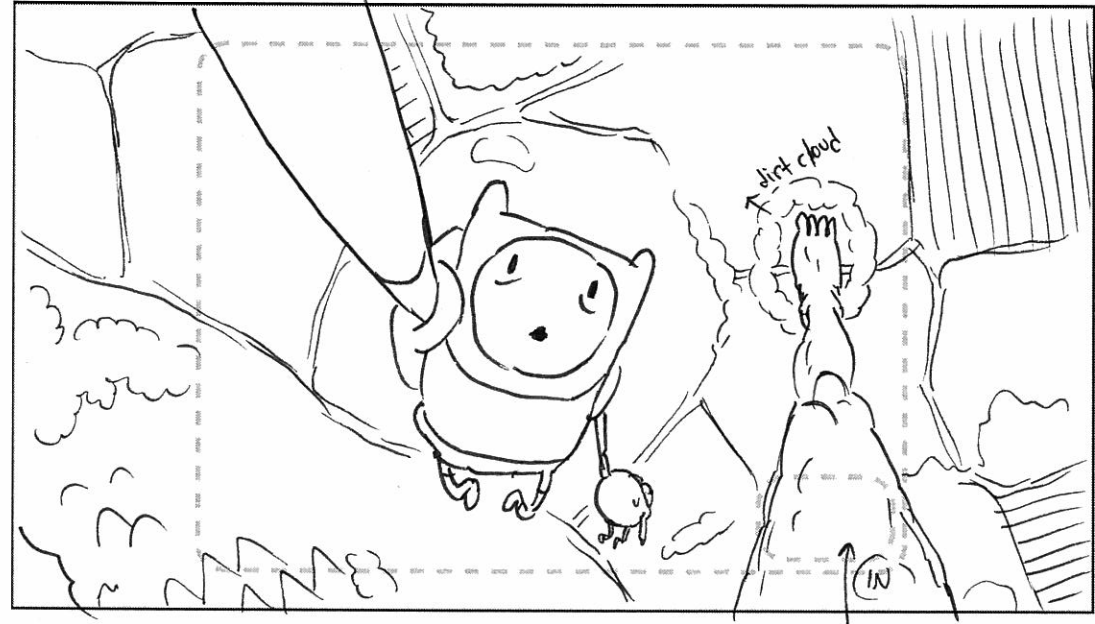


Page 211

Sc. 167 Pnl. E Bg. day night



Sc. 167 Pnl. F Bg. day night



Dialog:

FINN:  
JAKE:

Whoo oo oo 2 2 2 2  
Whooo 2 2 2

Action:

Timing:

EPISODE #

Production :

1014-112

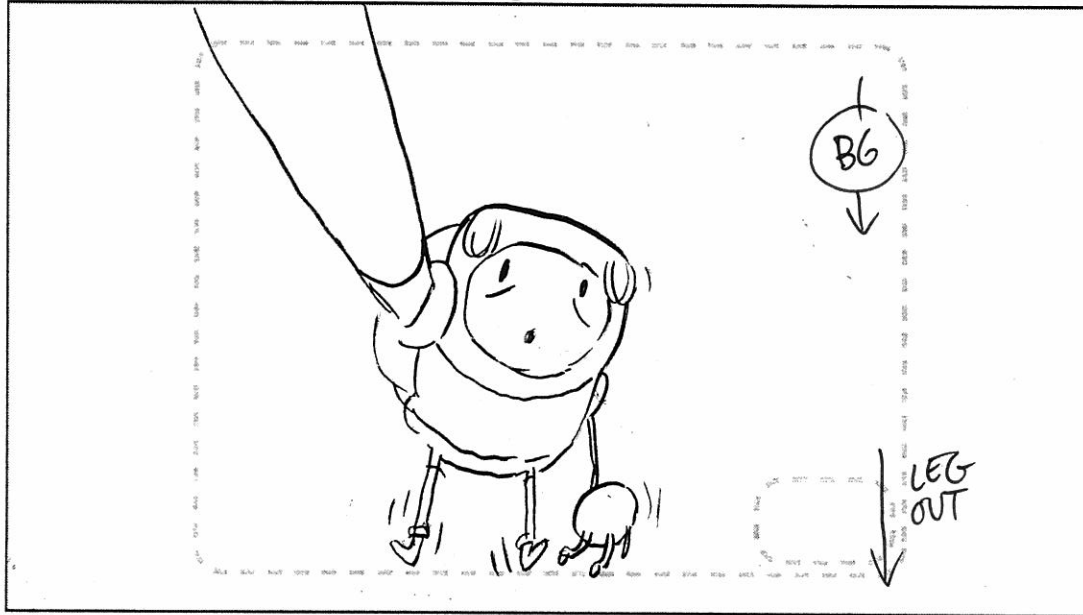
75

# ADVENTURE TIME

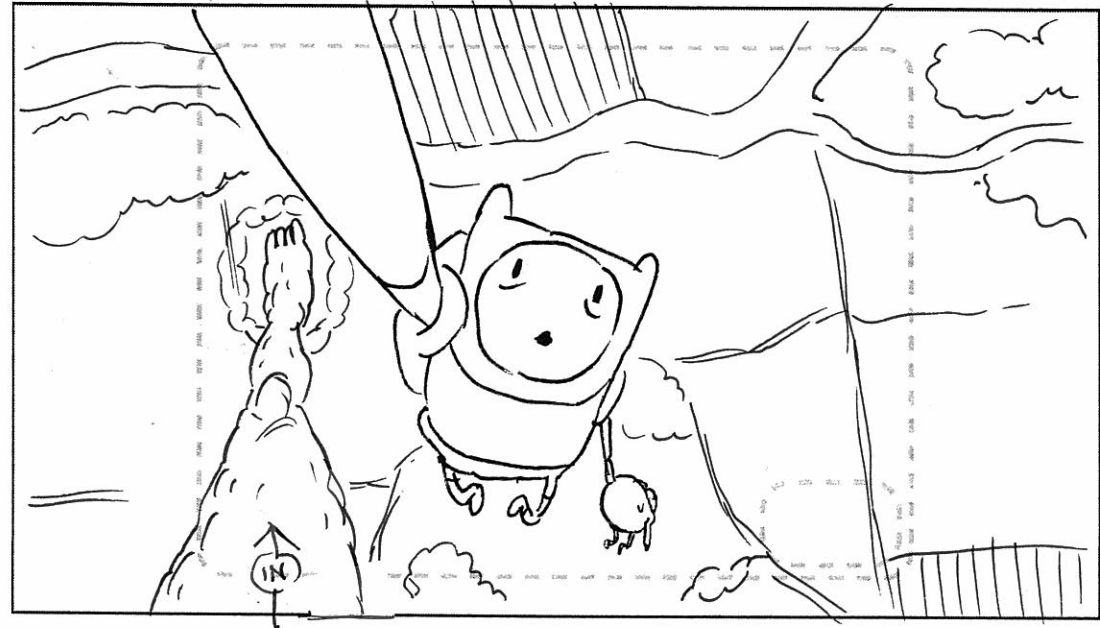


Page 212

Sc. 167 Pnl. G Bg. day night



Sc. 167 Pnl. H Bg. day night



Dialog:

(cont.) →

whoaa

whoaa ~ ooooo ooooooo

Action:

Timing:

EPISODE #

Production :

1014-115

76

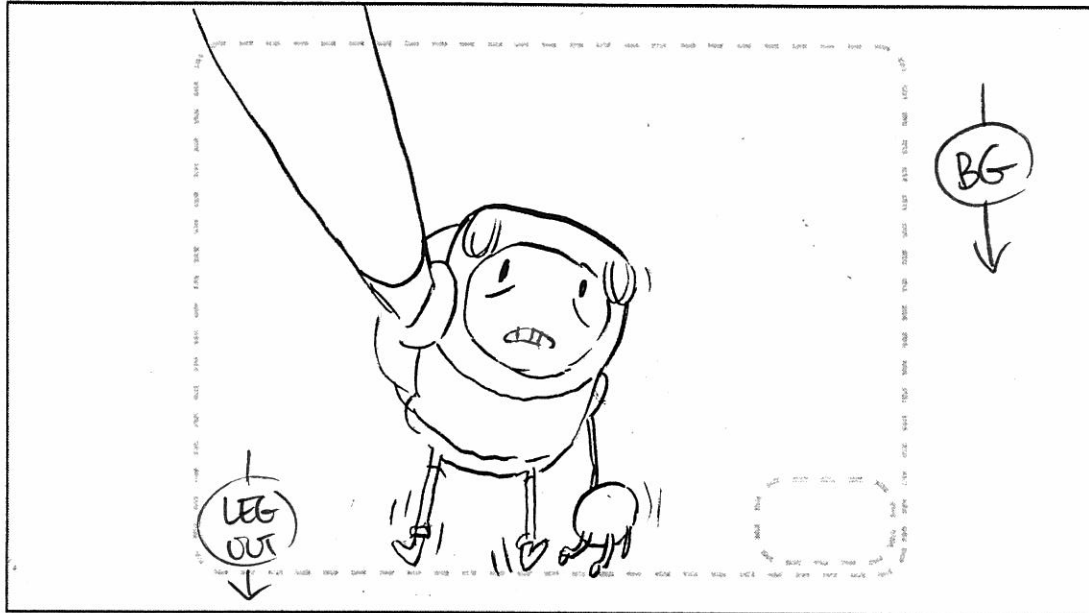
3

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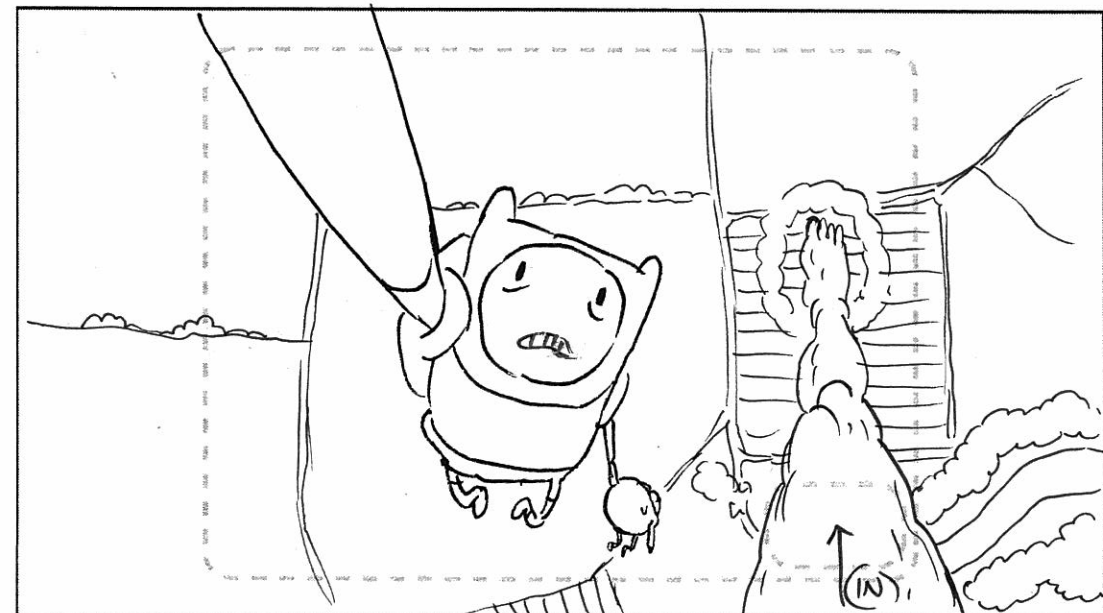
# ADVENTURE TIME



Sc. 167 Pnl. I Bg. day night



Sc. 167 Pnl. J Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1014-115

77

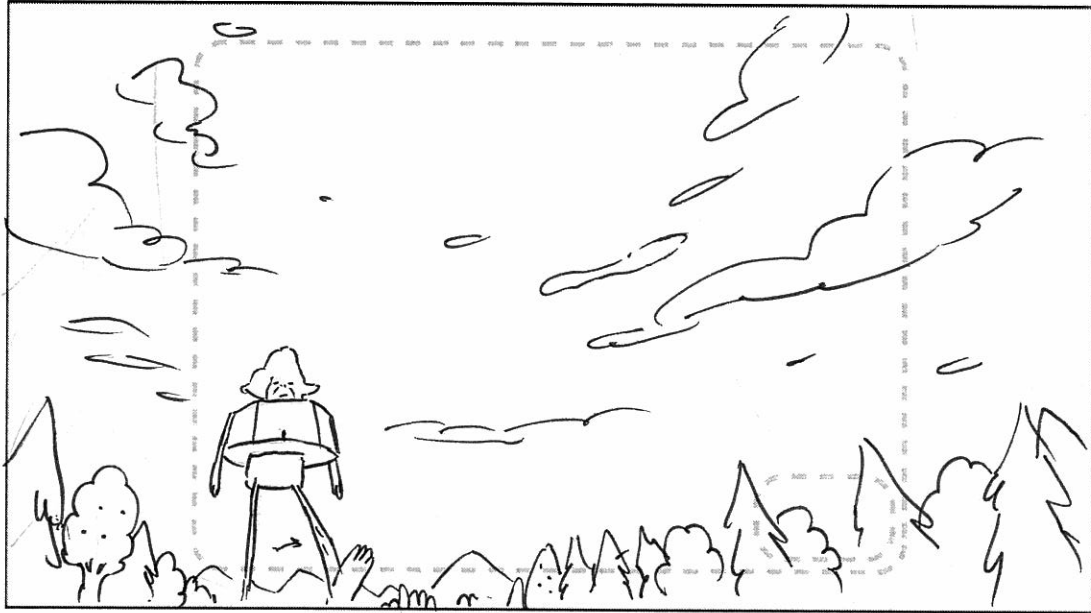
4

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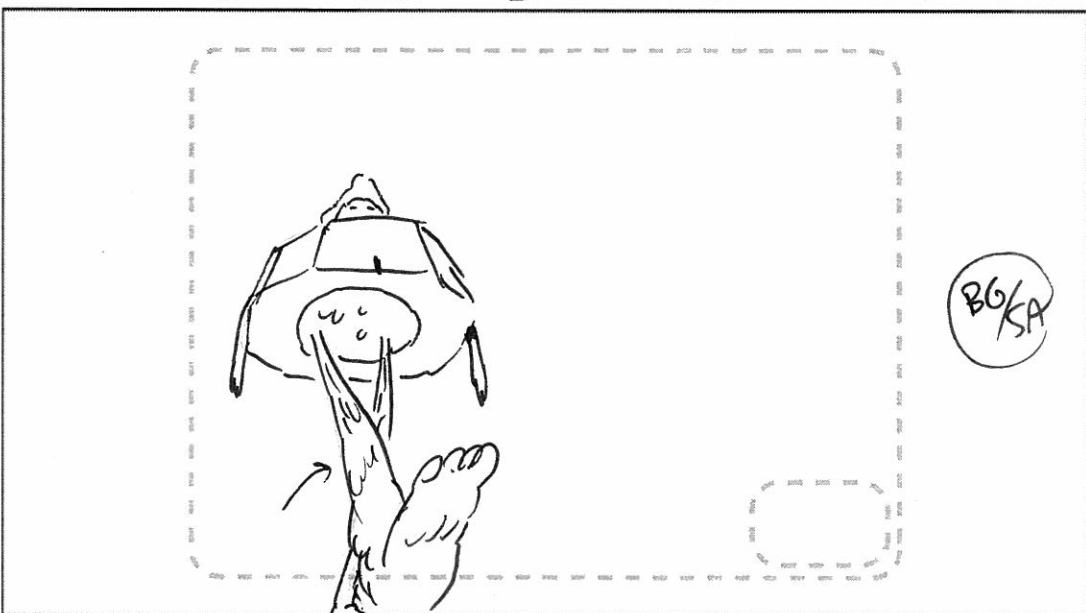
# ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



Dialog:	(SFX:) * BOOM *	* BOOM *
Action:		
Timing:		

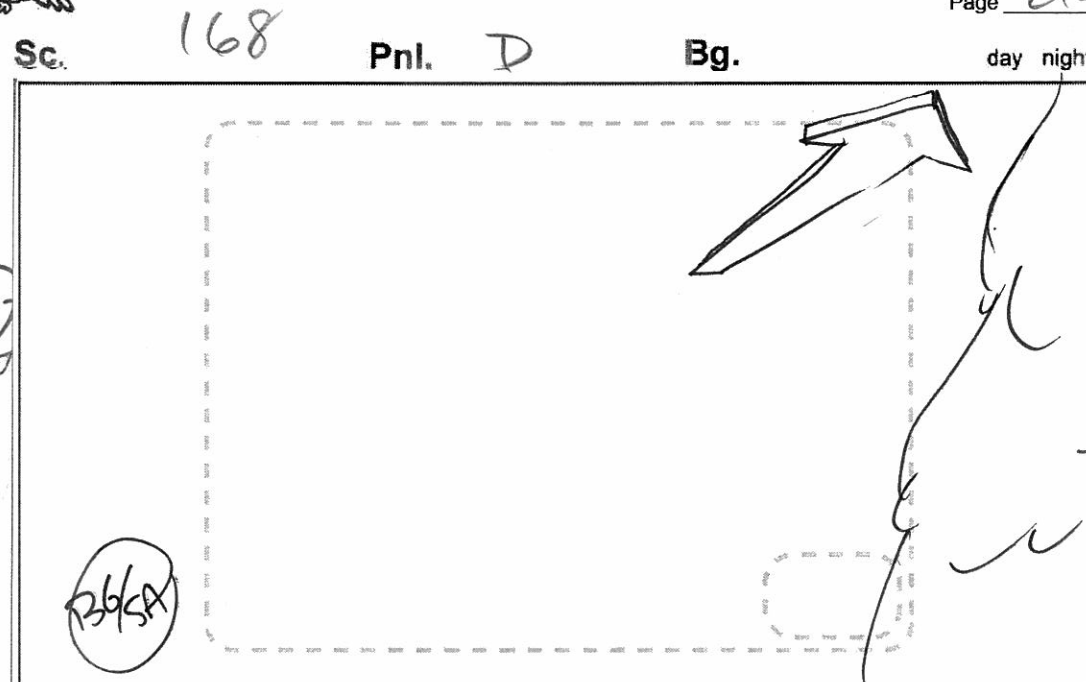
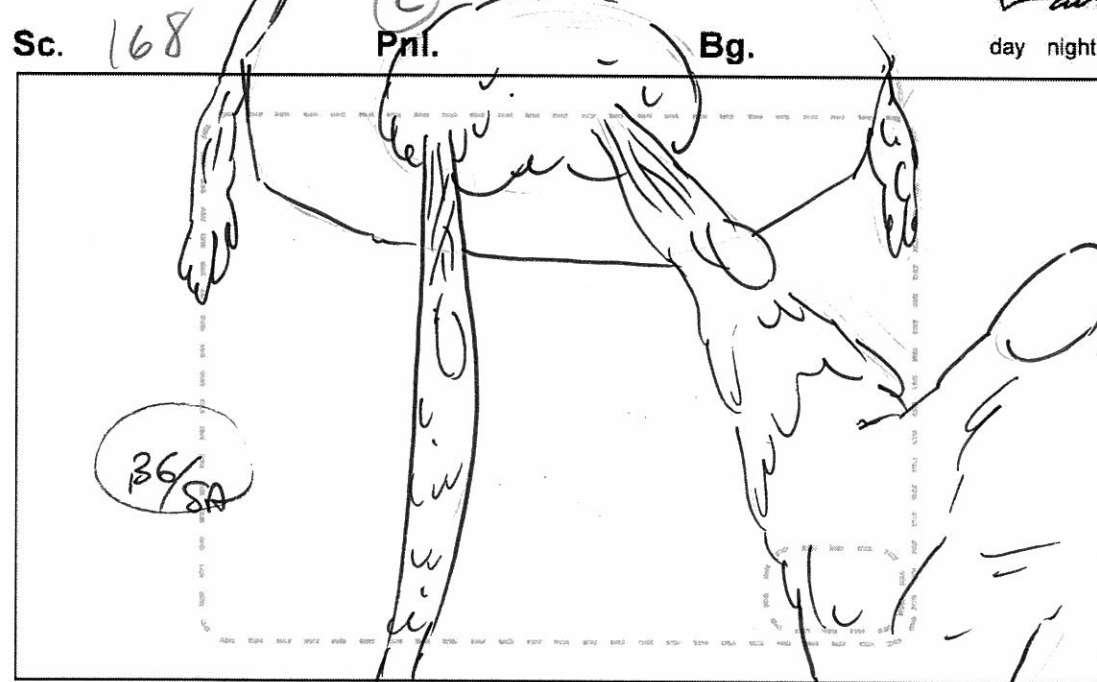
EPISODE #

Production :

77.5

1014-115

# ADVENTURE TIME



Dialog:

\* BOOM \*

\* BOOM \*

Action:

Timing:

EPISODE #

Production :

1014-115

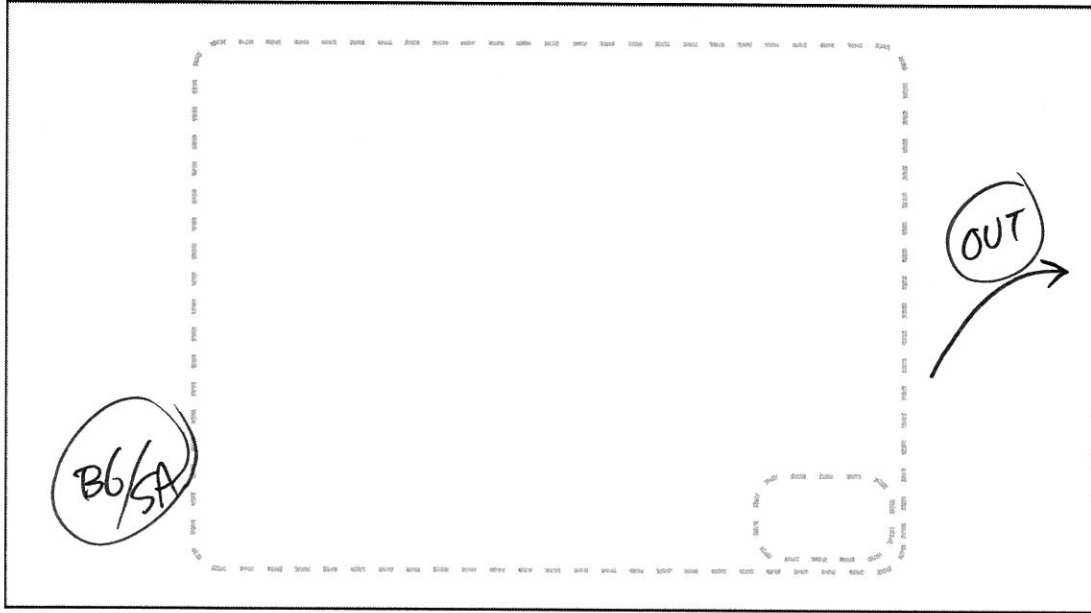
77.75



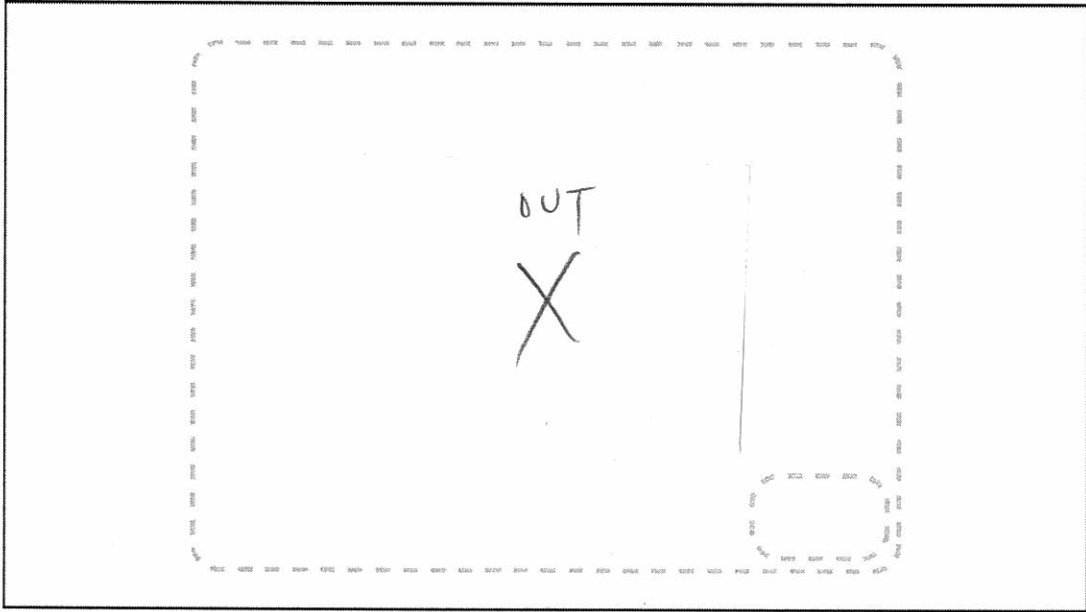
# ADVENTURE TIME



Sc. 168 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

78

1014-115



# ADVENTURE TIME



Sc.

169

Pnl.

B6

Bg.

day night

Page

217



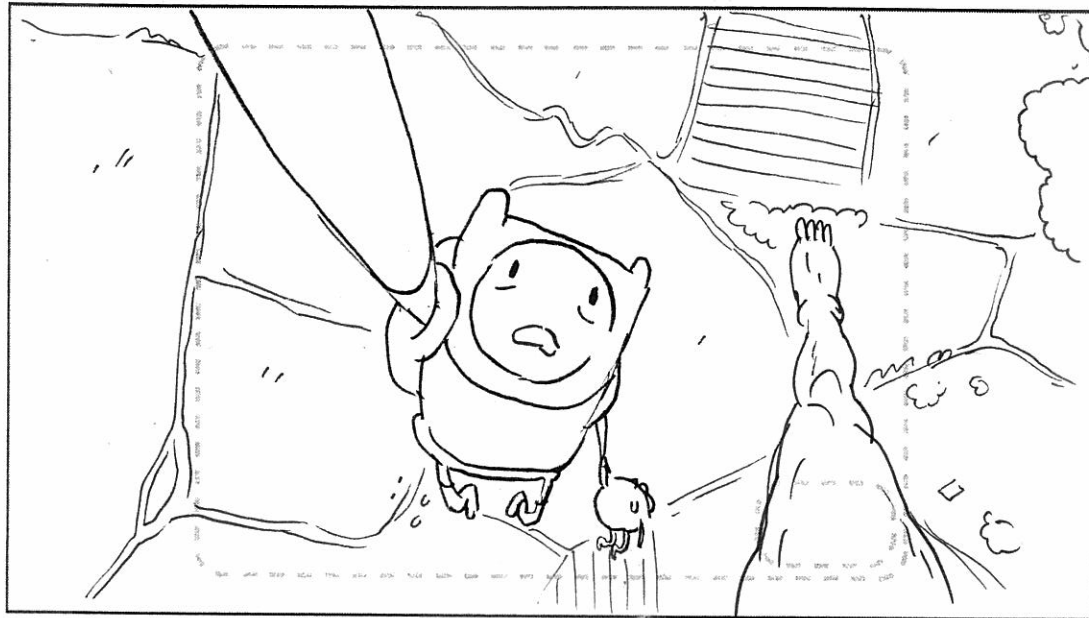
1014-115

78.5

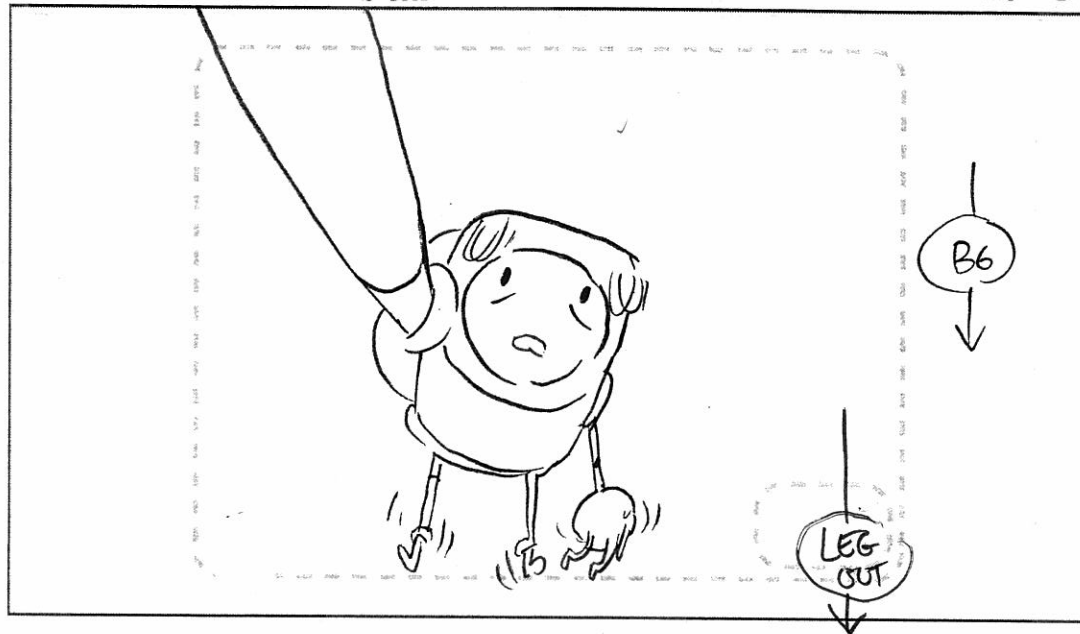
# ADVENTURE TIME



Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night



Dialog:

(FINN:) Joke! Are You —————→

Action:

Timing:

EPISODE #

Production :

1014-115

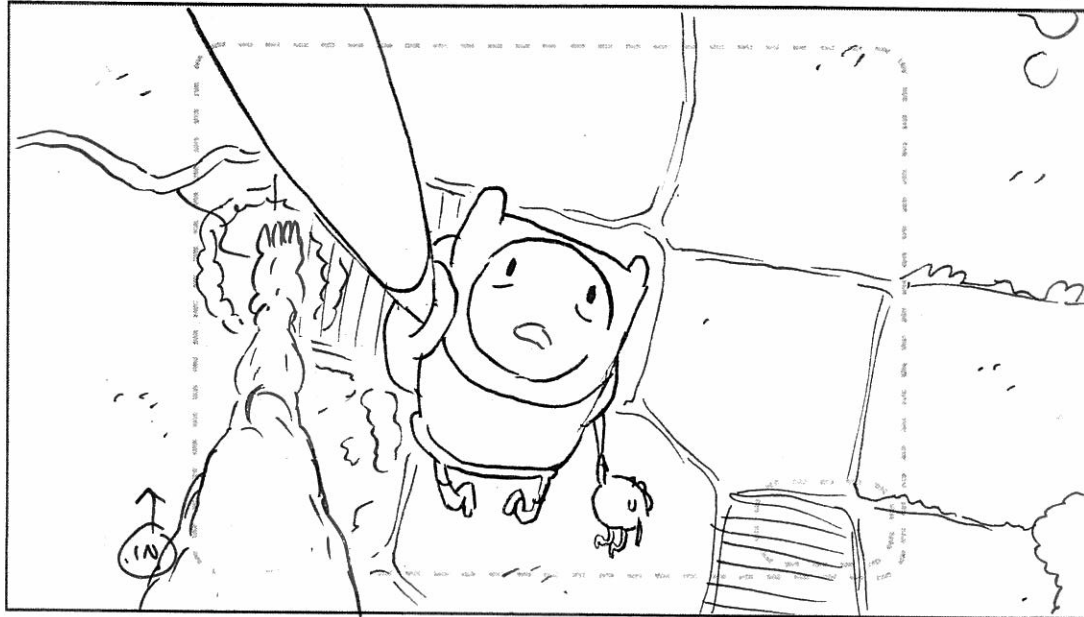
79

# ADVENTURE TIME

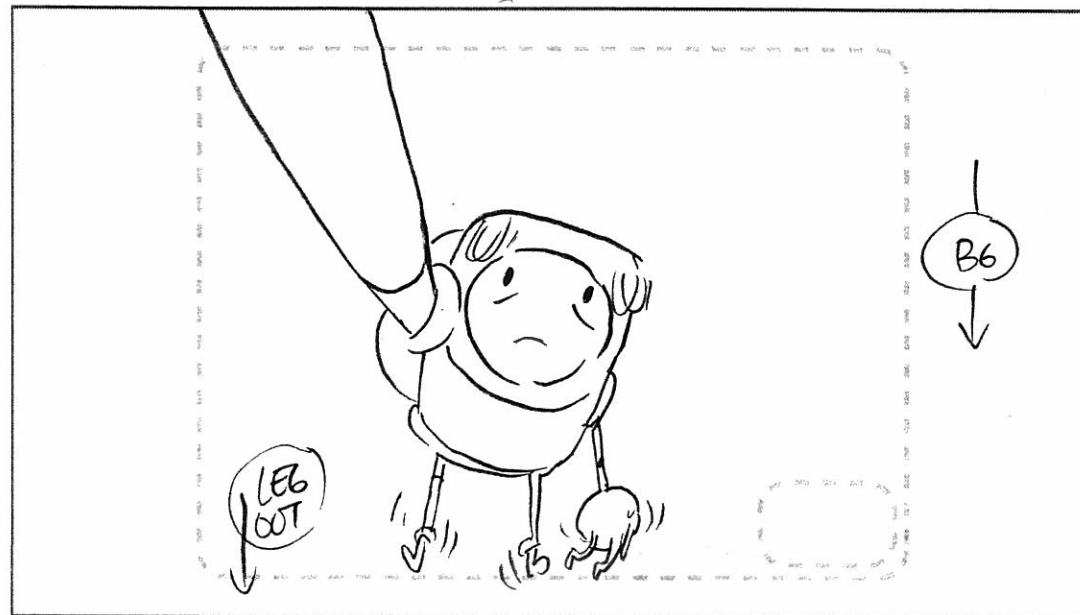


Page 219

Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. D Bg. day night



Dialog:

→ a/right !?

(J:) yeah, →

Action:

Timing:

EPISODE #

Production :

1014-115

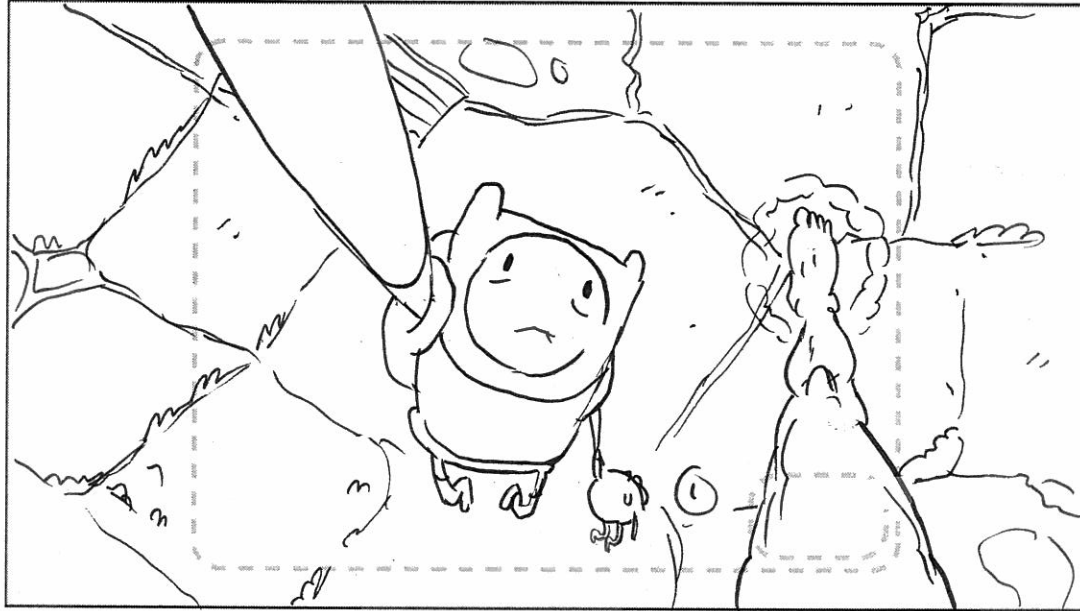
80

# ADVENTURE TIME

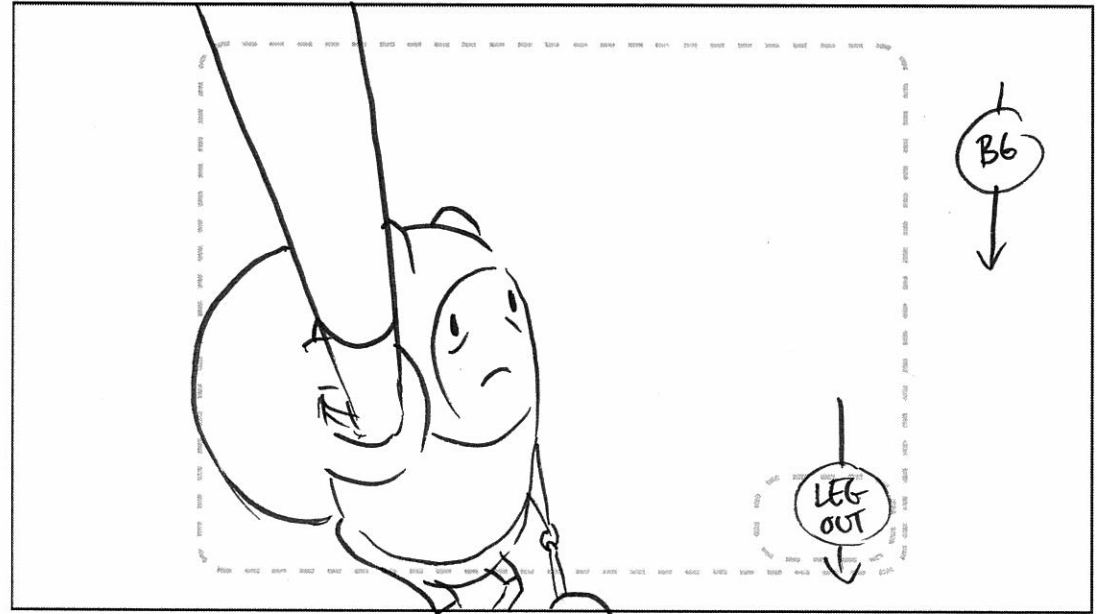


Page 220

Sc. 169 Pnl. E Bg. day night



Sc. 169 Pnl. F Bg. day night



Dialog:

→ but look!

Action:



Timing:

EPISODE #

Production :

1014-115

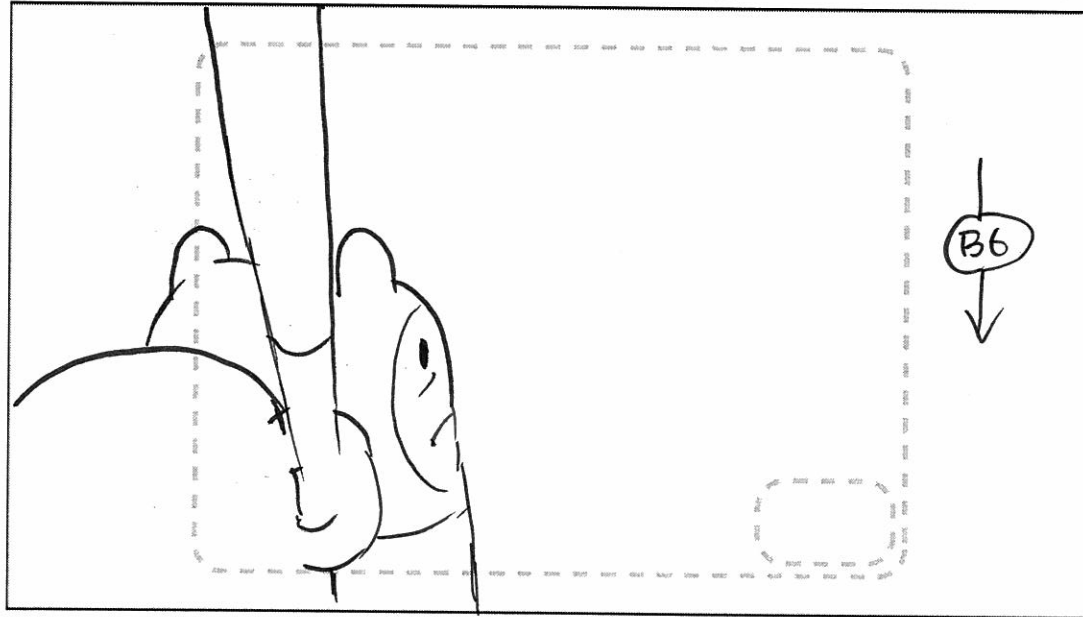
81

# ADVENTURE TIME

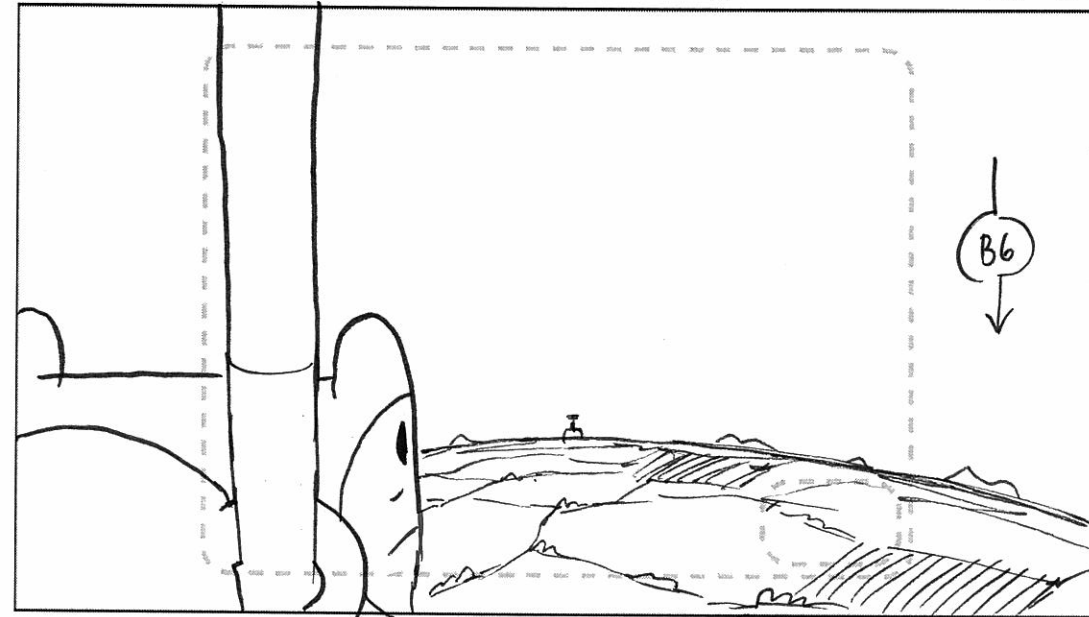


Page 221

Sc. 169 Pnl. 6 Bg. day night



Sc. 169 Pnl. 7 Bg. day night



Dialog:

Action:

?? - screen shake here to indicate more steps being taken?

Timing:

EPISODE #

Production :

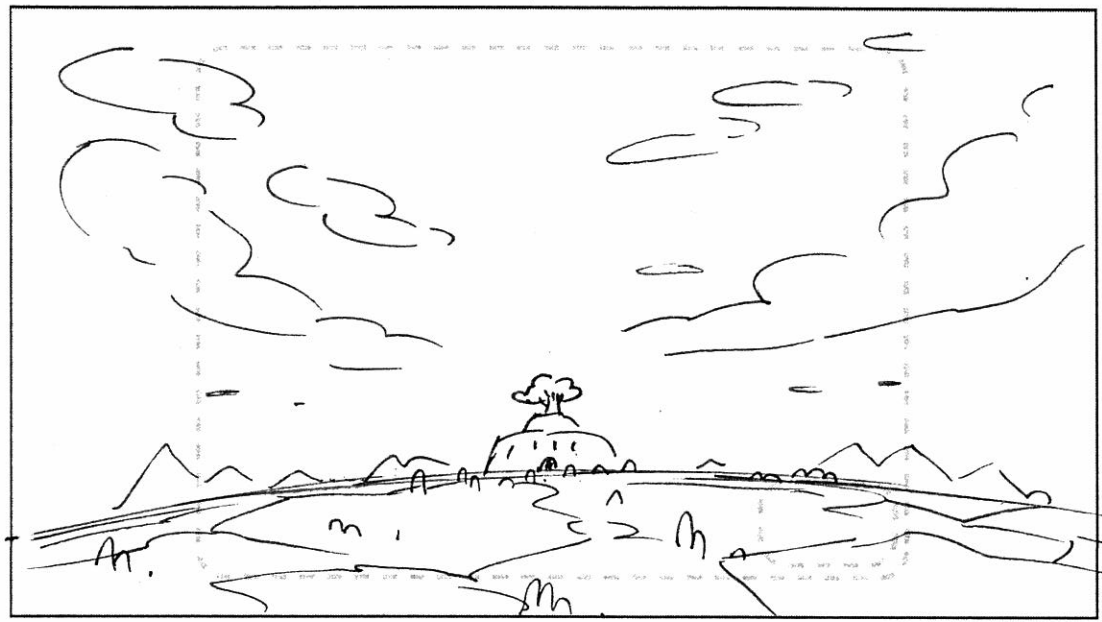
1014-115

82

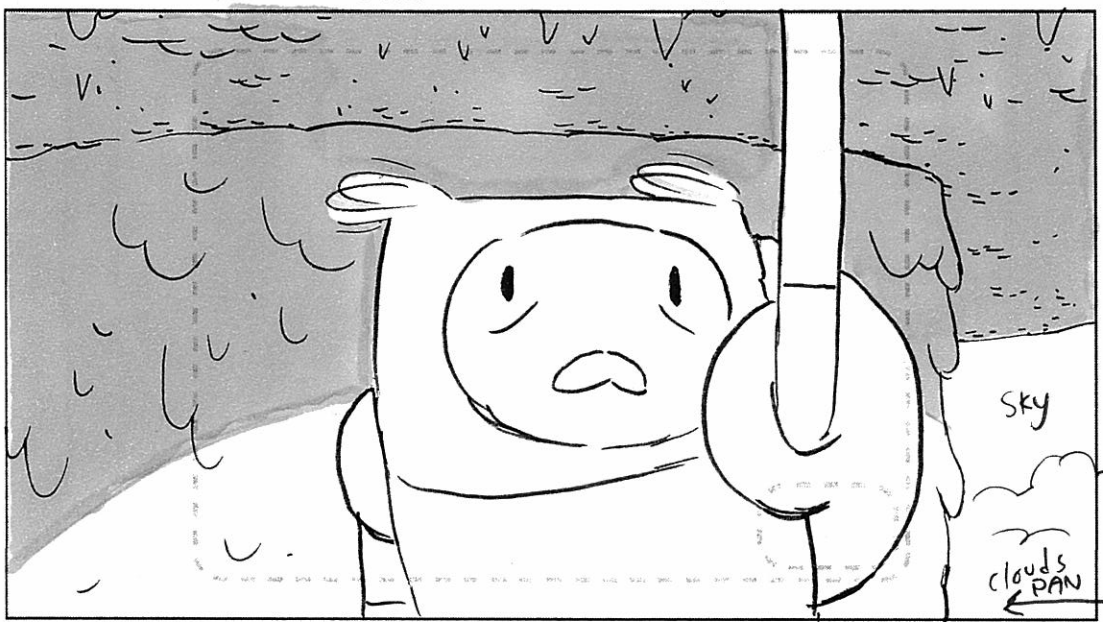
ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:	(J:) He's headin' right for the candy kingdom!	(FINN:) * GASP! *
Action:	screen shake for step?	
Timing:		

Production :

EPISODE #

1014-115

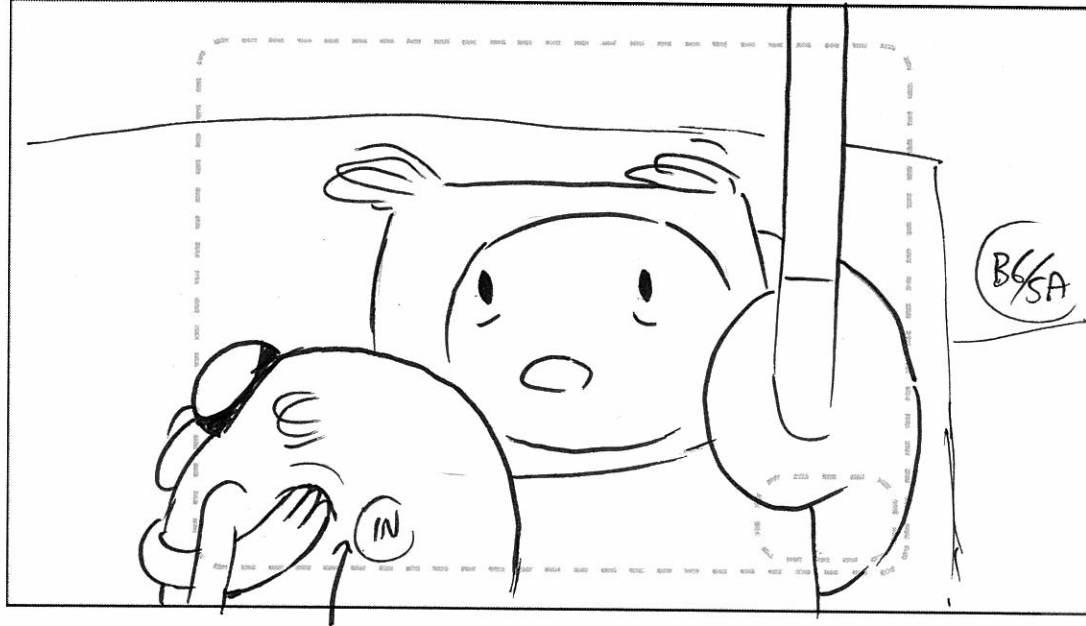
83

# ADVENTURE TIME

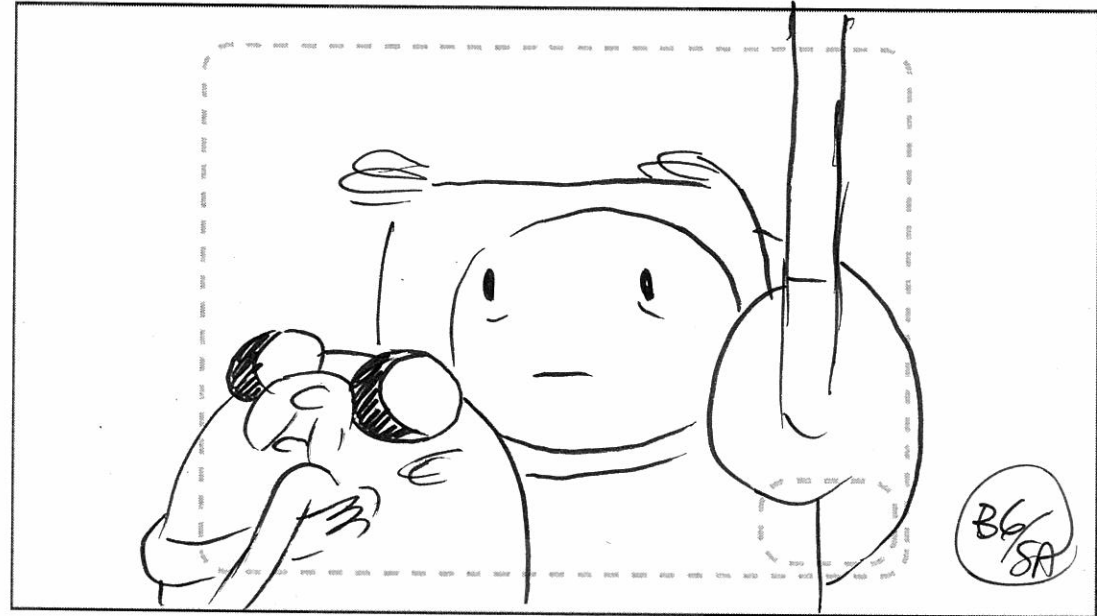


Page 223

Sc. 171 Pnl. B Bg. day night



Sc. 171 Pnl. C Bg. day night



Dialog: FINN: And he's too big to duke it out with.

J: I know.  
ALT: No duh.

Action:  Finn pulls Jake up.

Timing:

EPISODE #

Production :

1014-115

89

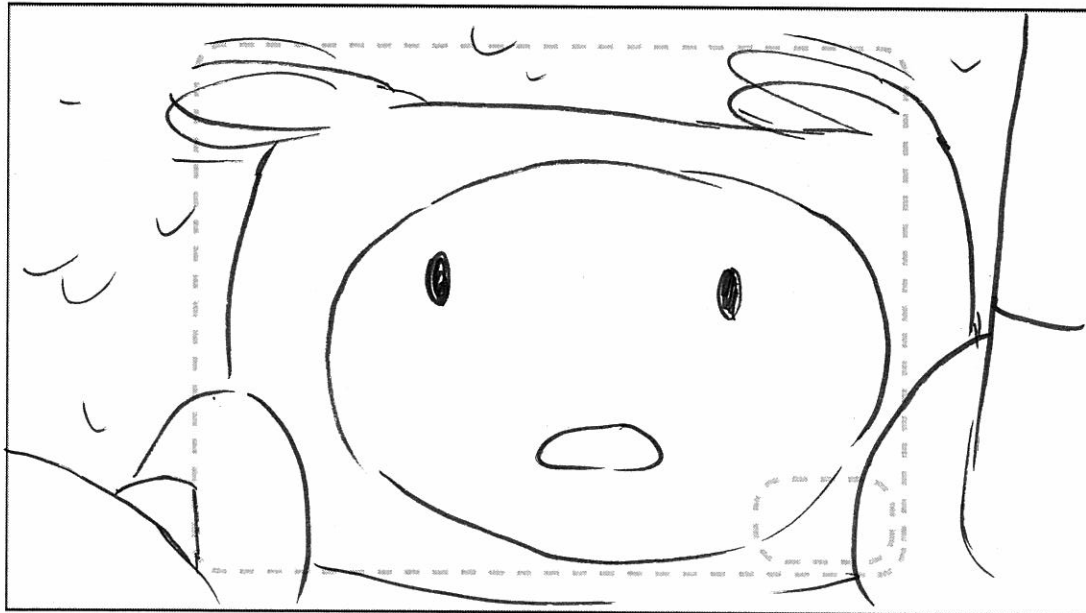


# ADVENTURE TIME

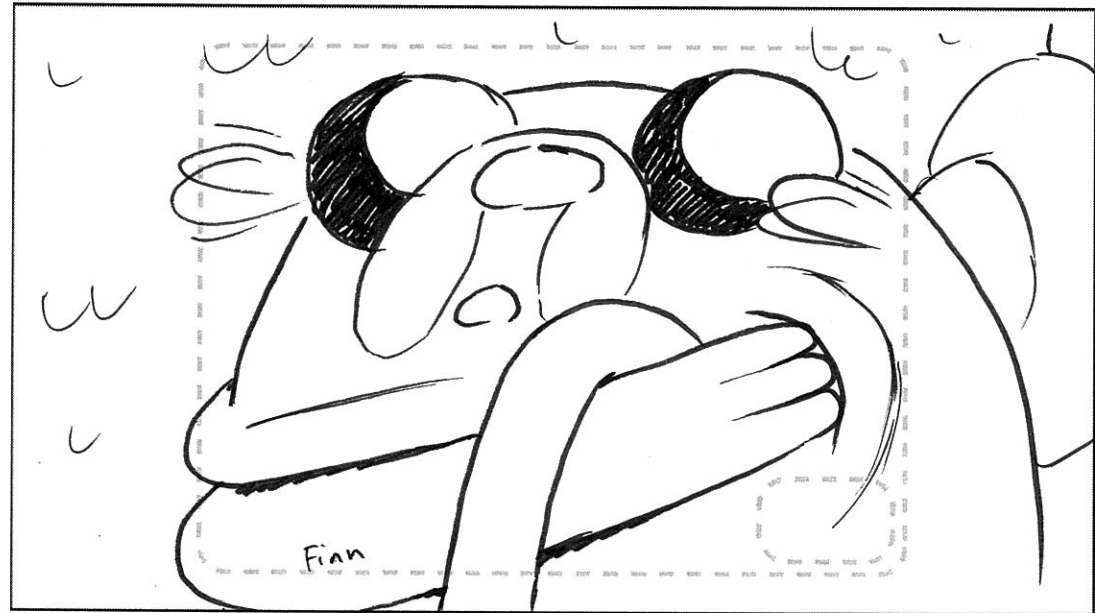


Page 224

Sc. 172 Pnl. A Bg. day night



Sc. 173 Pnl. A Bg. day night



Dialog:

(F:) unless...

(J:) Giant poison aspirin.

Action:

Timing:

Production :

EPISODE #

1014-115

85

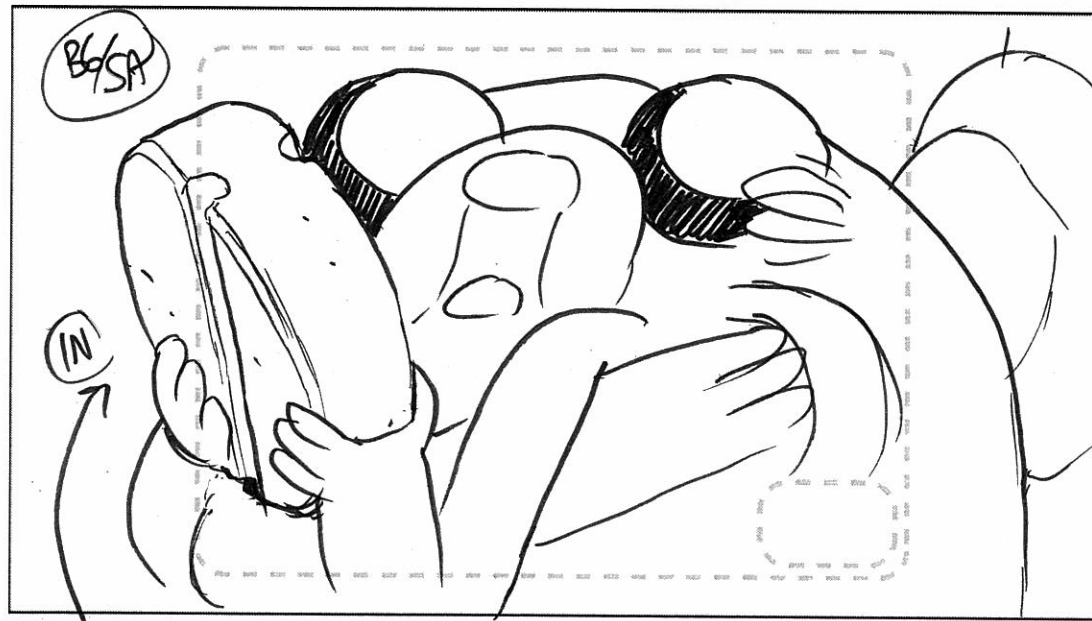


# ADVENTURE TIME

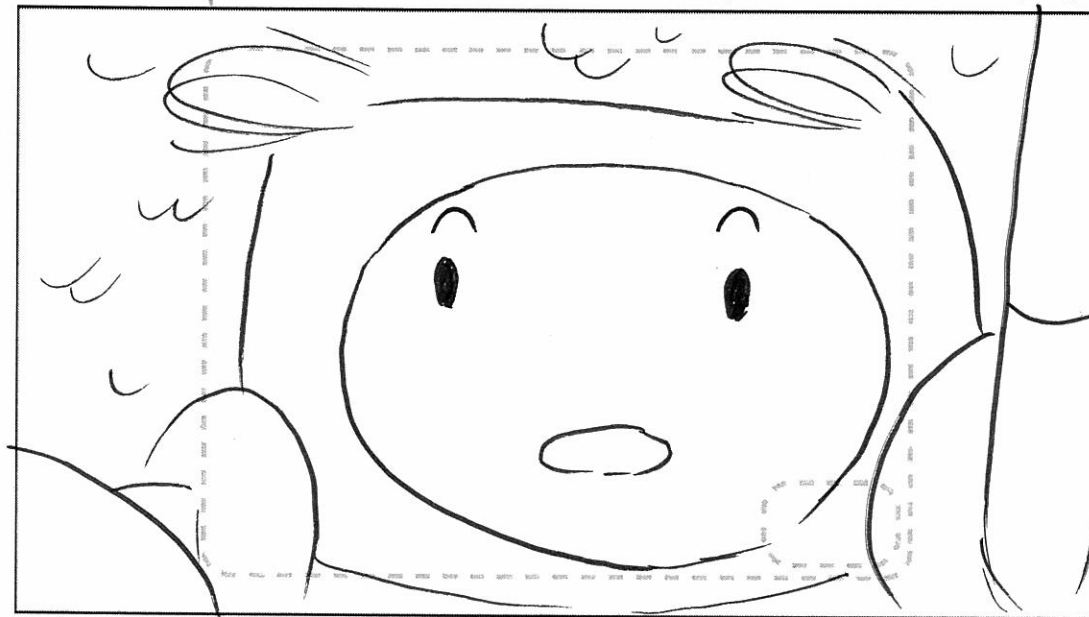


Page 225

Sc. 173 Pnl. B Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog:

(J:) I've got this one, but it might be too small.

(FINN:) No- we'll kick him in his heart til he's history.

Action:

Timing:

EPISODE #

1014-115

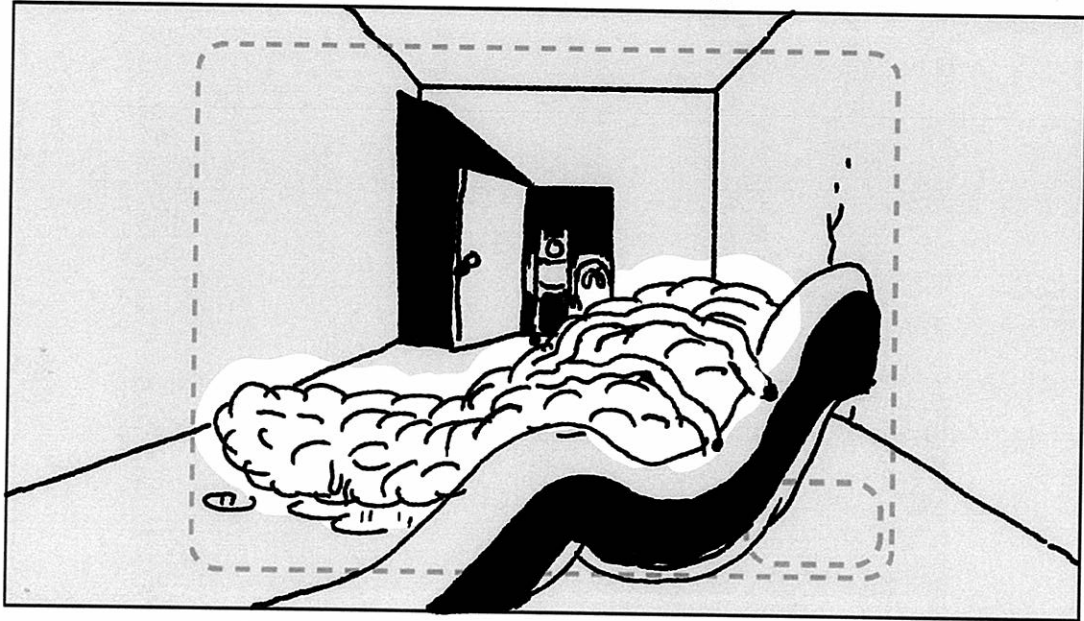
56

Production :

ADVENTURE TIME



Sc. 175 Pnl. A Bg. day night

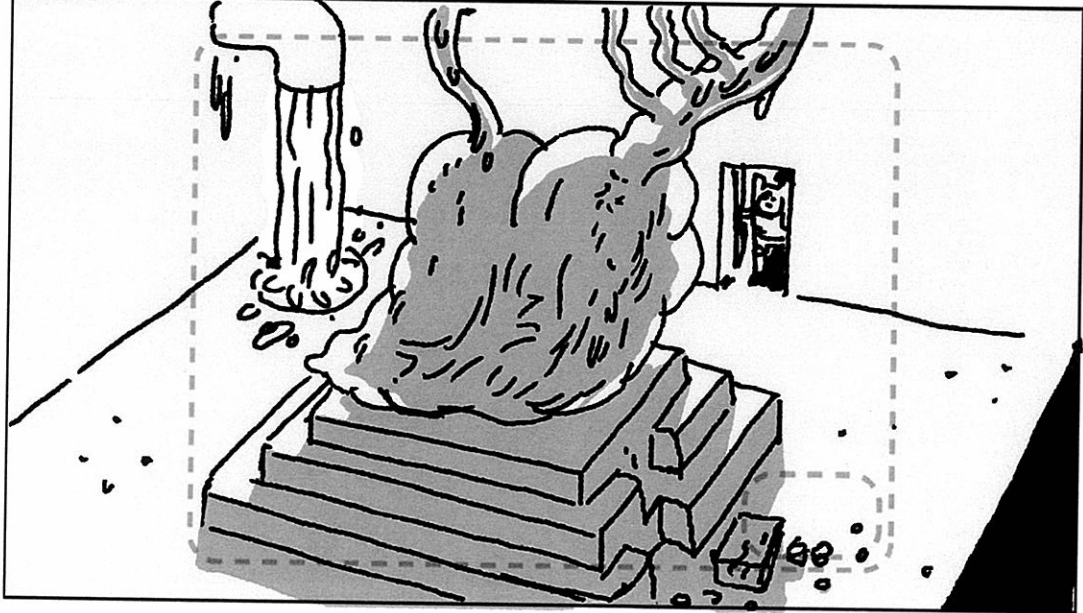


Dialog: (FINN) (V.O.) Those must've been Lemon-Jon's guts we saw before.

Action:

Timing:

Sc. 176 Pnl. A Bg. day night



(FINN) (V.O.) His heart is his weak spot.

Action:

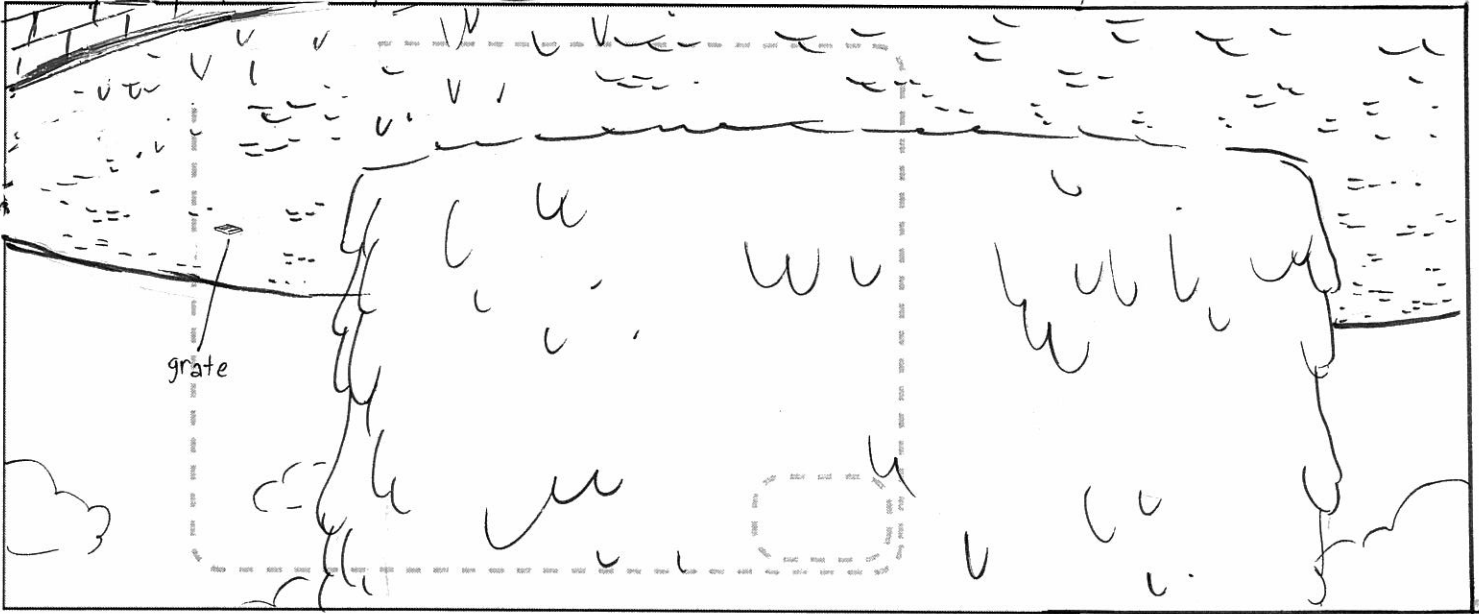
Timing:

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# ADVENTURE TIME



Sc. 177 Pnl. BG Bg. day night



Dialog:
Action:
Timing:

EPISODE #

87.5

1014-115

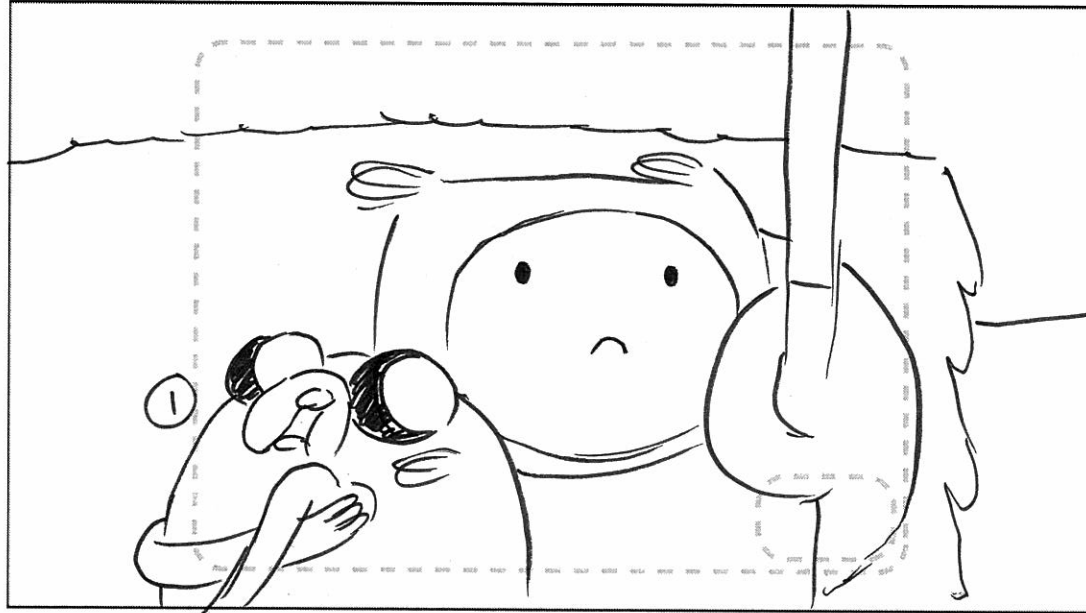
Production :

# ADVENTURE TIME

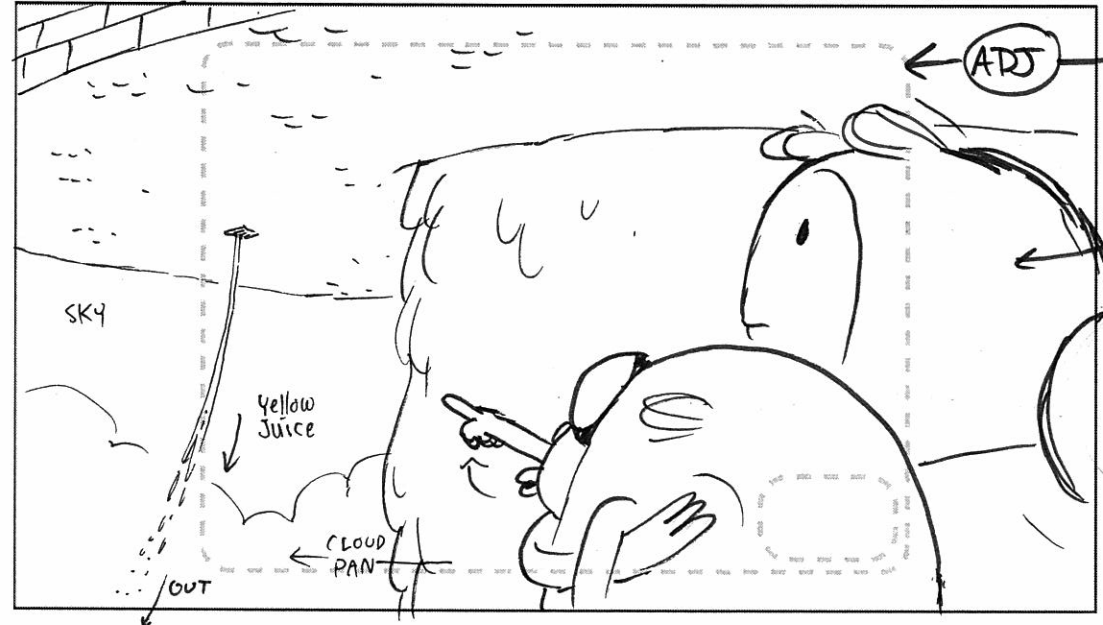


Page 228

Sc. 177 Pnl. A Bg. day night



Sc. 177 Pnl. B Bg. day night



Dialog: JAKE (1): Yeah, but we'll never find it again in time.

(J.): Unless that's it there with the juice comin' out.

Action: Jake speaks, then turns.

Yellow juice pours from grate.

Timing:



EPISODE #

Production :

1014-115

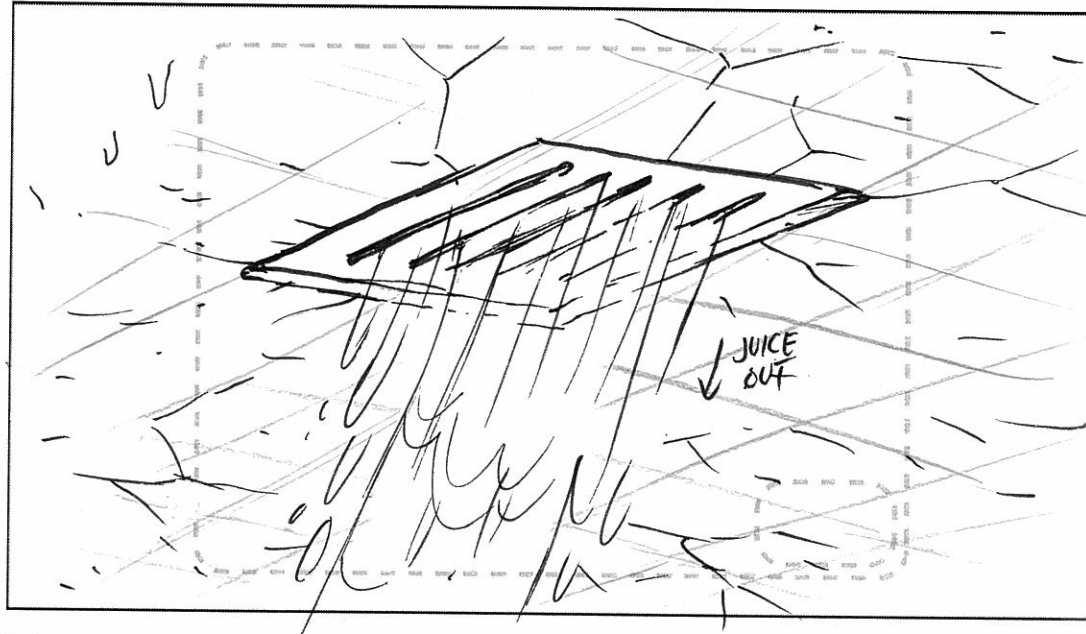
88

# ADVENTURE TIME

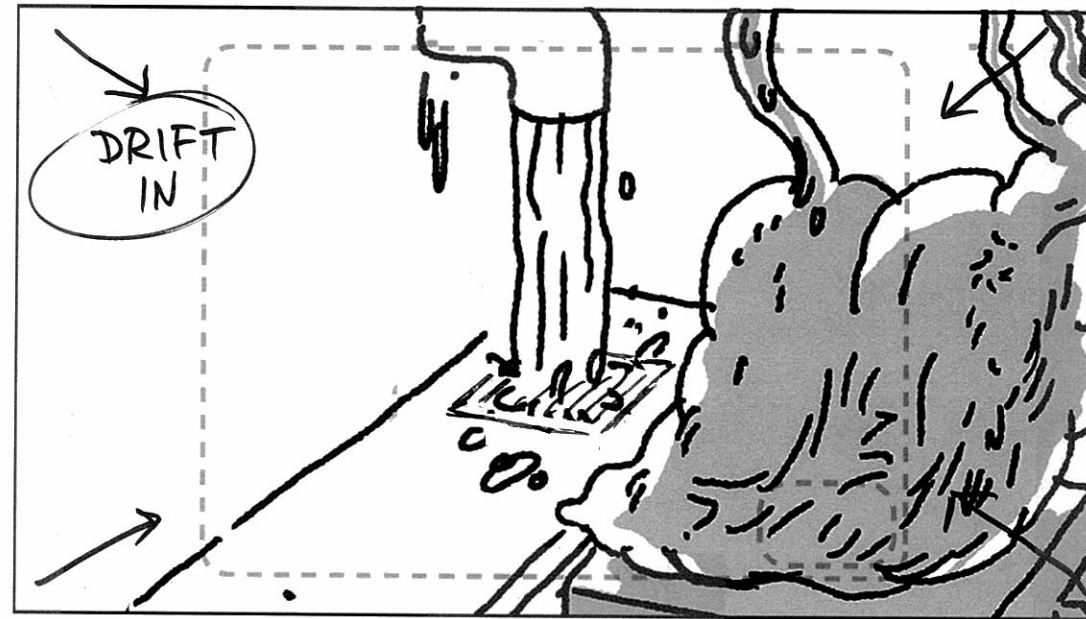


Page 229

Sc. 178 Pnl. A Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:	<p>(JAKE) (V.O.) Remember all that juice?</p> <p>(A) (JAKE) (V.O.) From before?</p> <p>(B) (FINN) (V.O.) Oh yeah... →</p>
Action:	
Timing:	

EPISODE #

Production :

1014-115

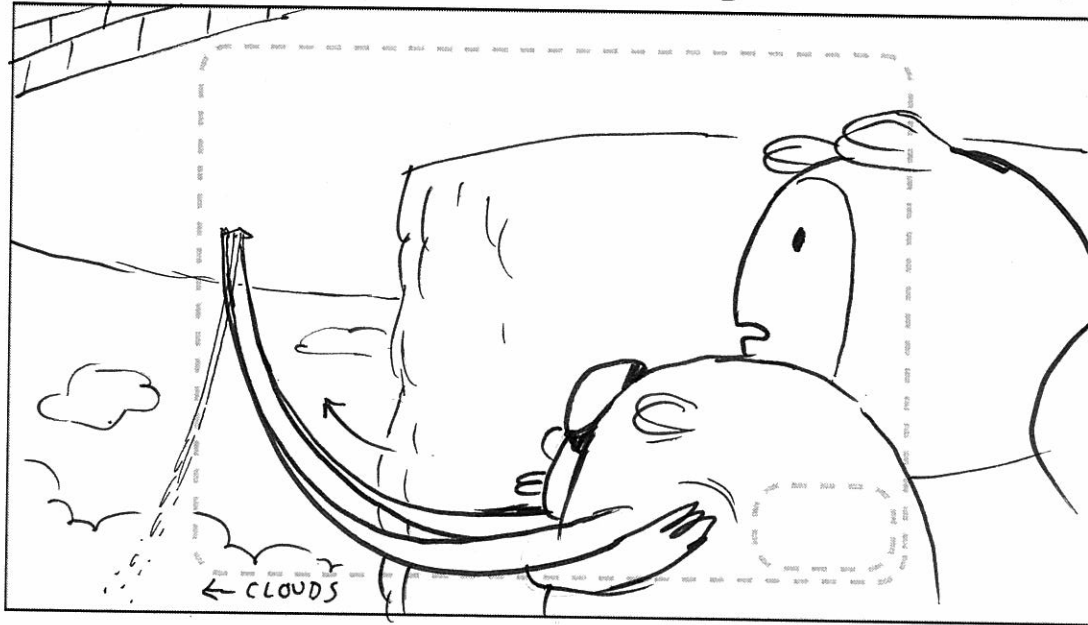
89

# ADVENTURE TIME

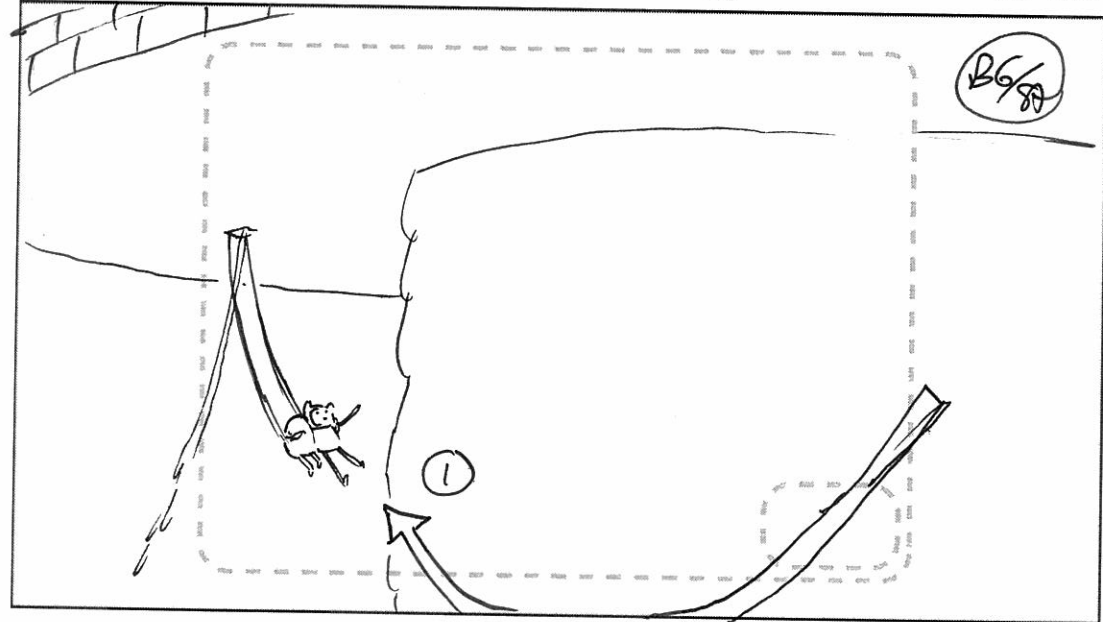


Page 230

Sc. 180 Pnl. A Bg. day night



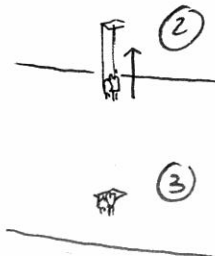
Sc. 180 Pnl. B Bg. day night



Dialog:  
→ (F:) That probly is it.

Action:

Timing:



EPISODE #

1014-115

Production :

90

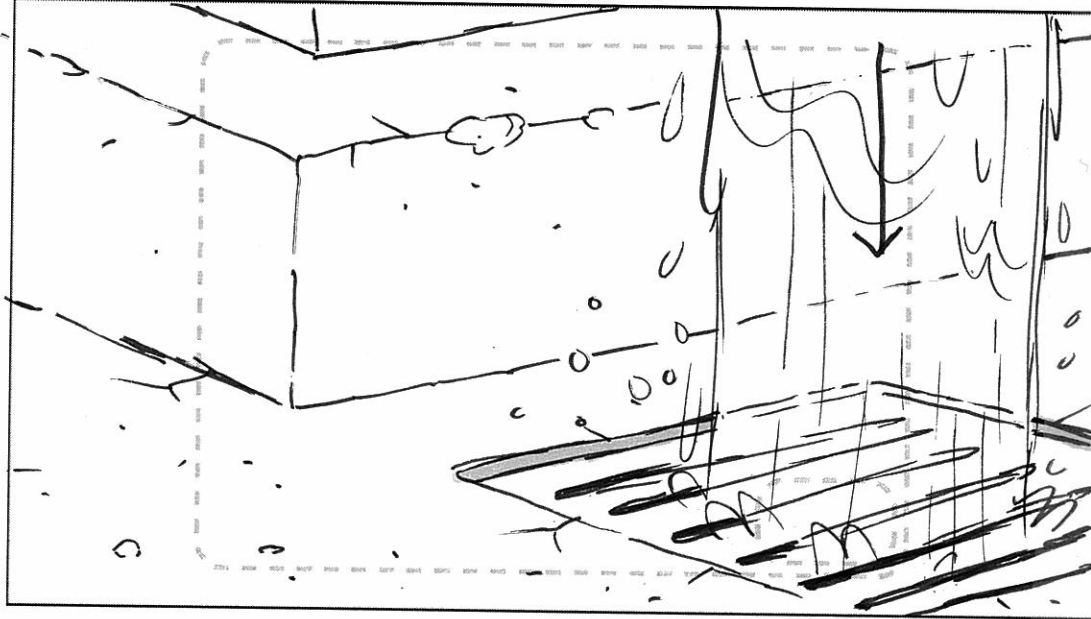


# ADVENTURE TIME

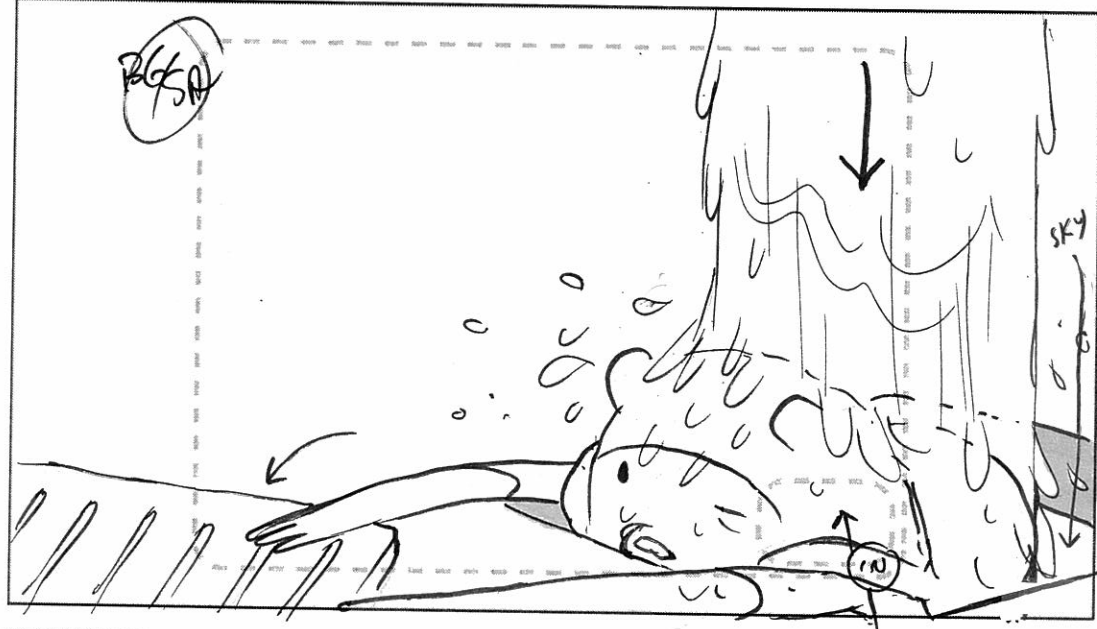


Page 231

Sc. 181 Pnl. A Bg. day night



Sc. 181 Pnl. B Bg. day night



Dialog:

(FINN) \* cough/sputter \*

Action:

Timing:

EPISODE #

Production :

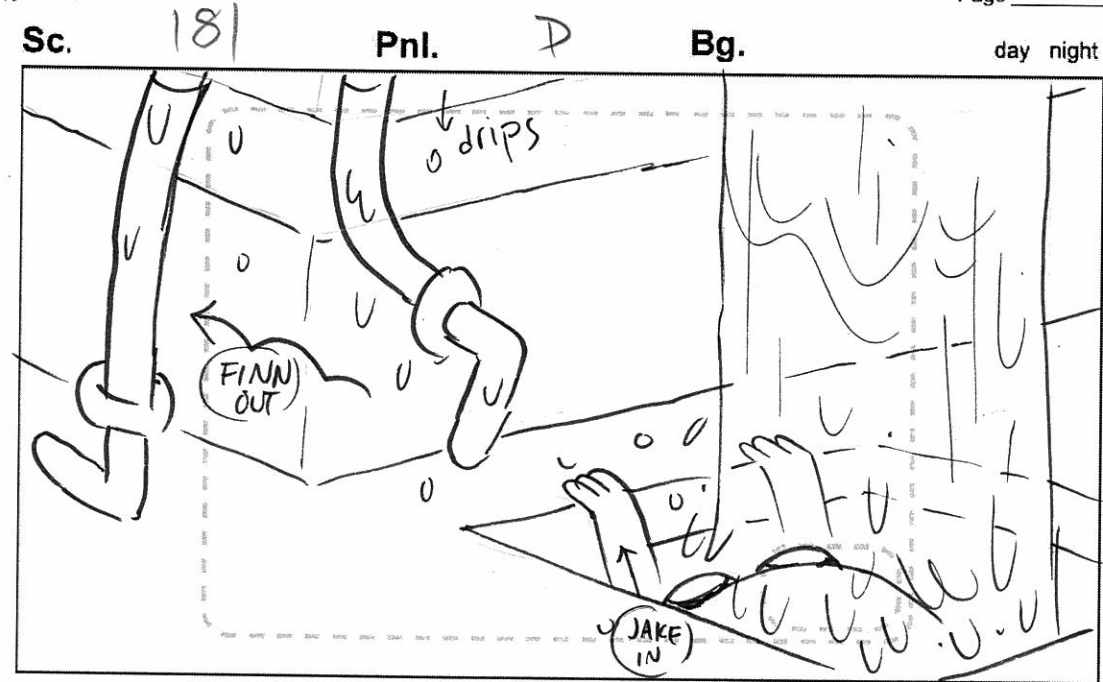
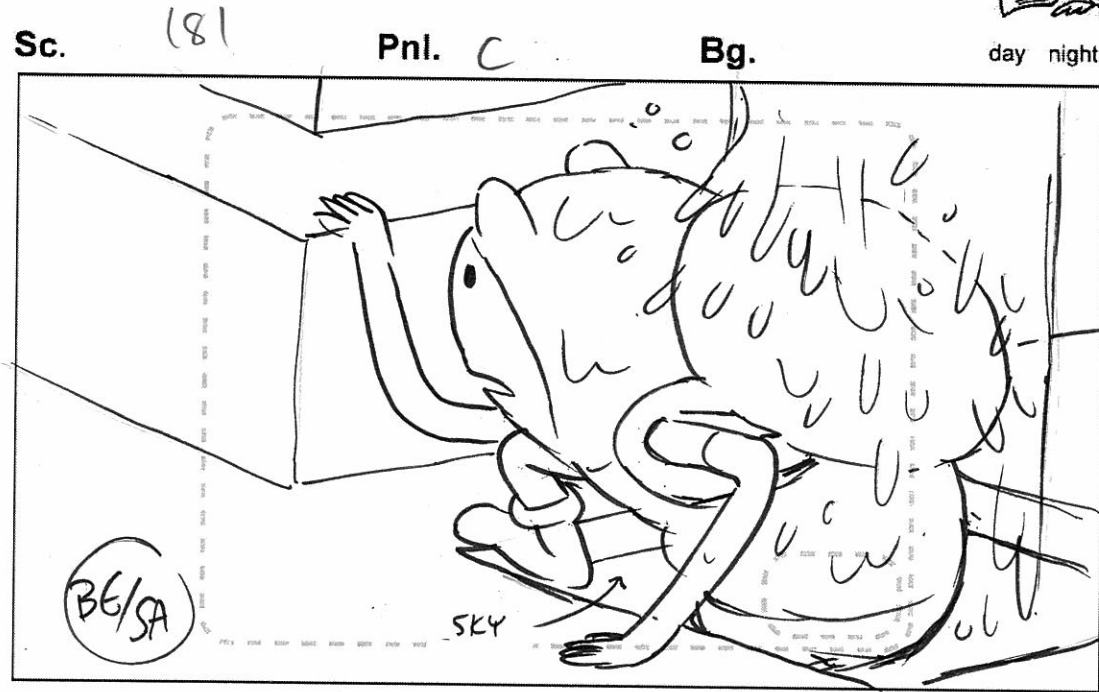
1014-115

91

# ADVENTURE TIME



Page 232



Dialog:	<u>JAKE: * smacks lips *</u>
Action:	
Timing:	

EPISODE #

1014-115

92

Production :



# ADVENTURE TIME



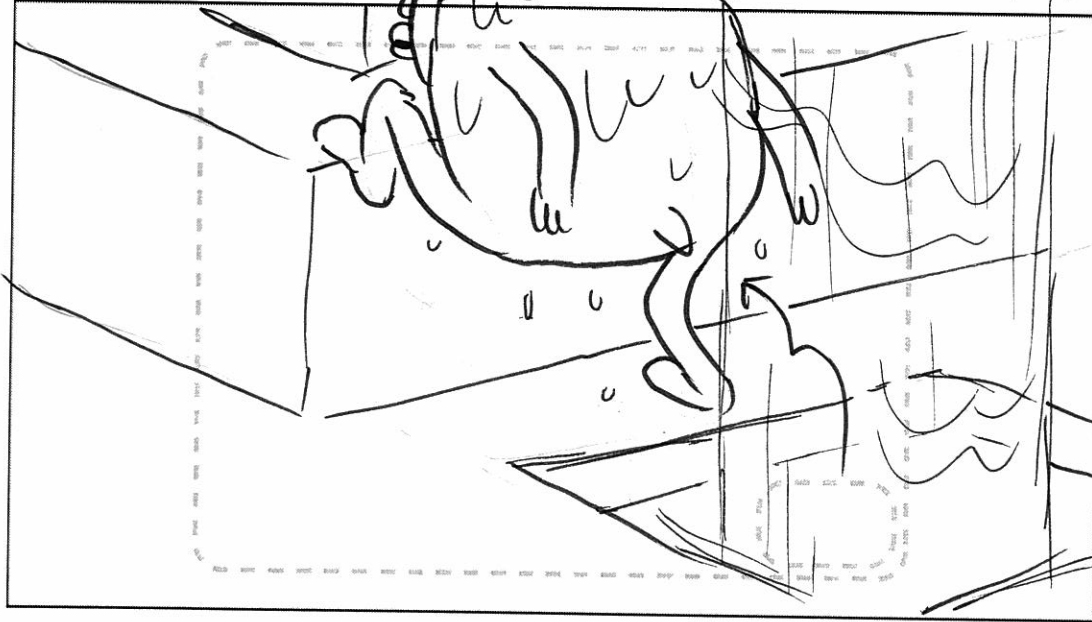
Page 233

Sc. 181

Pnl. U

Bg. U

day night

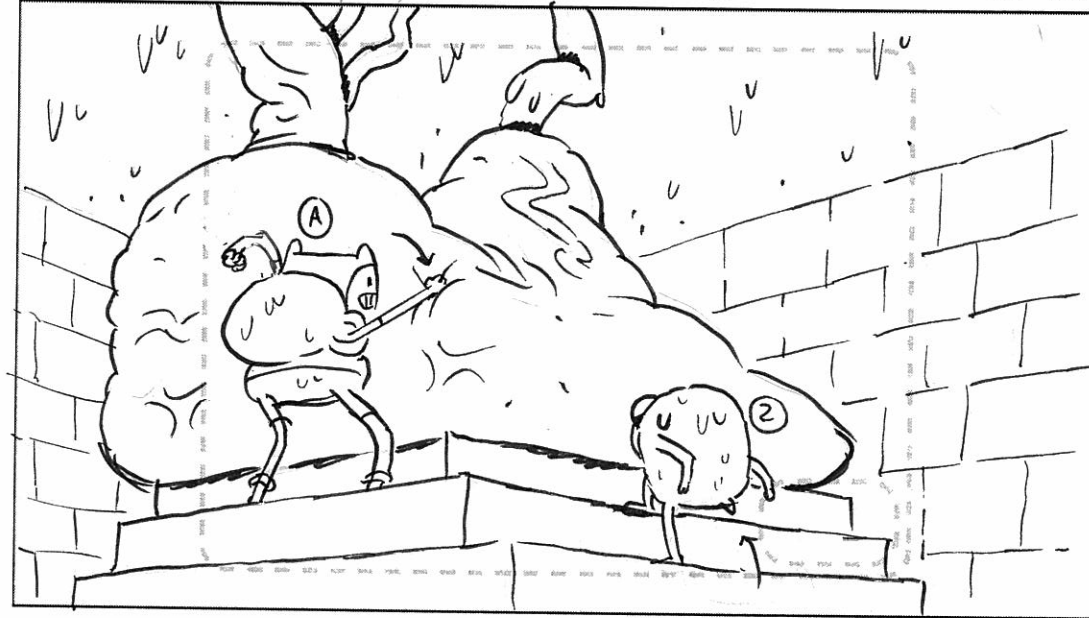


Sc. 182

Pnl. A

Bg. A

day night



Dialog:

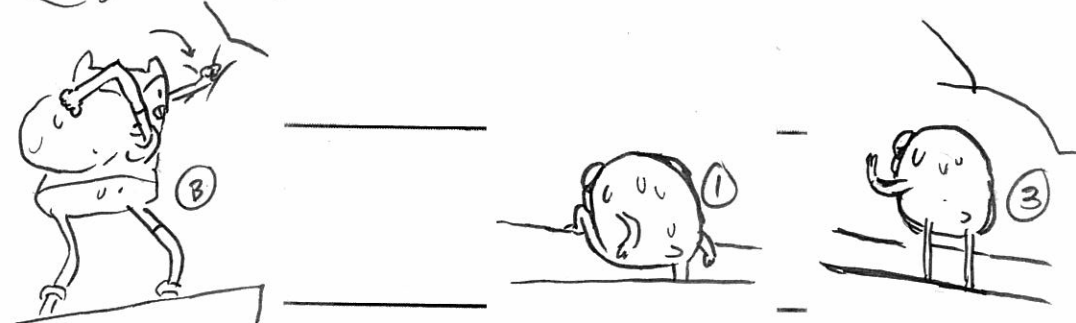
(J:) tastes like vitamins.

(FINN:) \* Grr - grr - grr \*

Action:

Timing:

(FINN:) A B A B



EPISODE #

1014-115

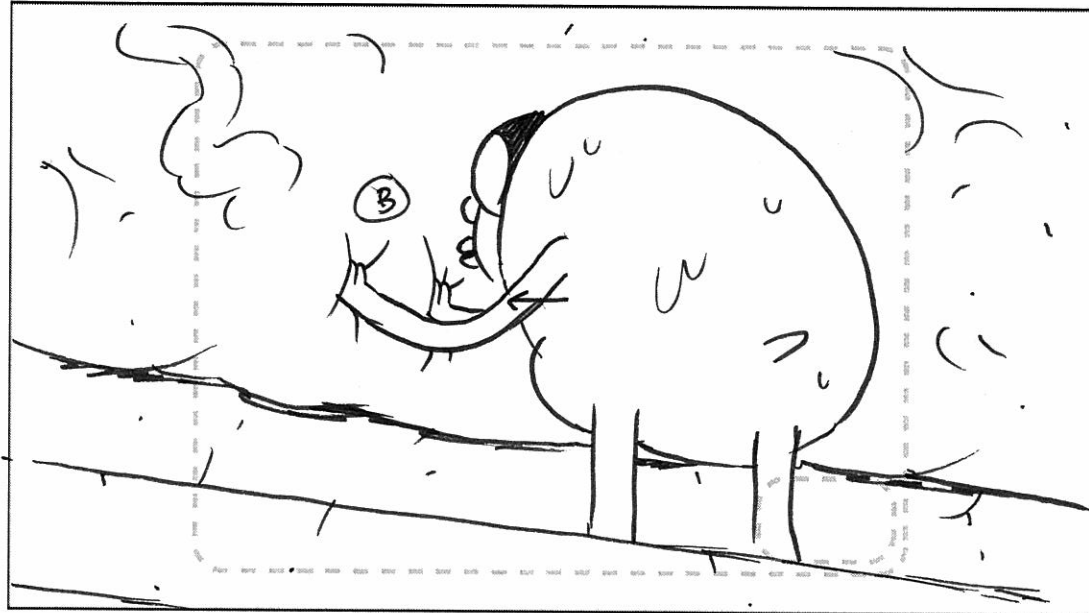
Production :

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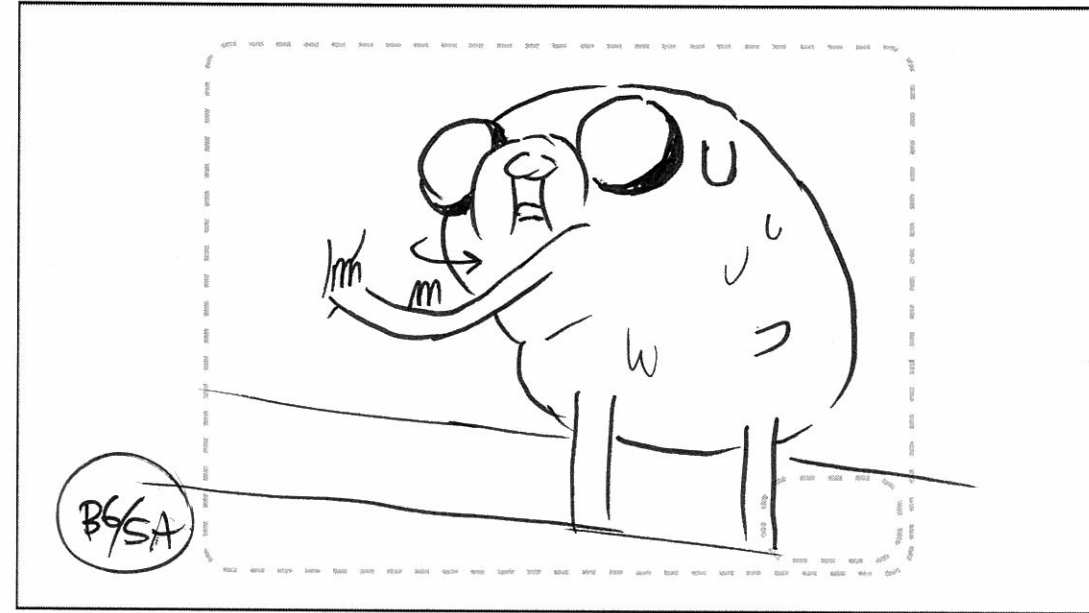
# ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. 183 Pnl. B Bg. day night



Dialog: (J:) Are you sure this is it? —————> It's not even doing anything.

Action: JAKE: A B A B.

Timing:



EPISODE #

Production :

94

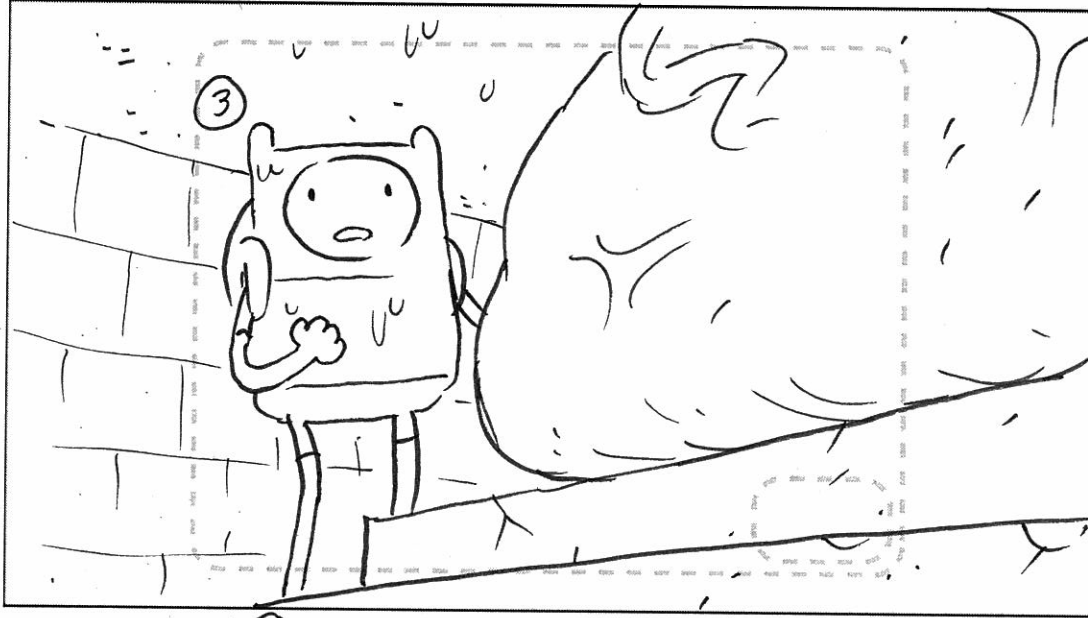
1014-115

# ADVENTURE TIME

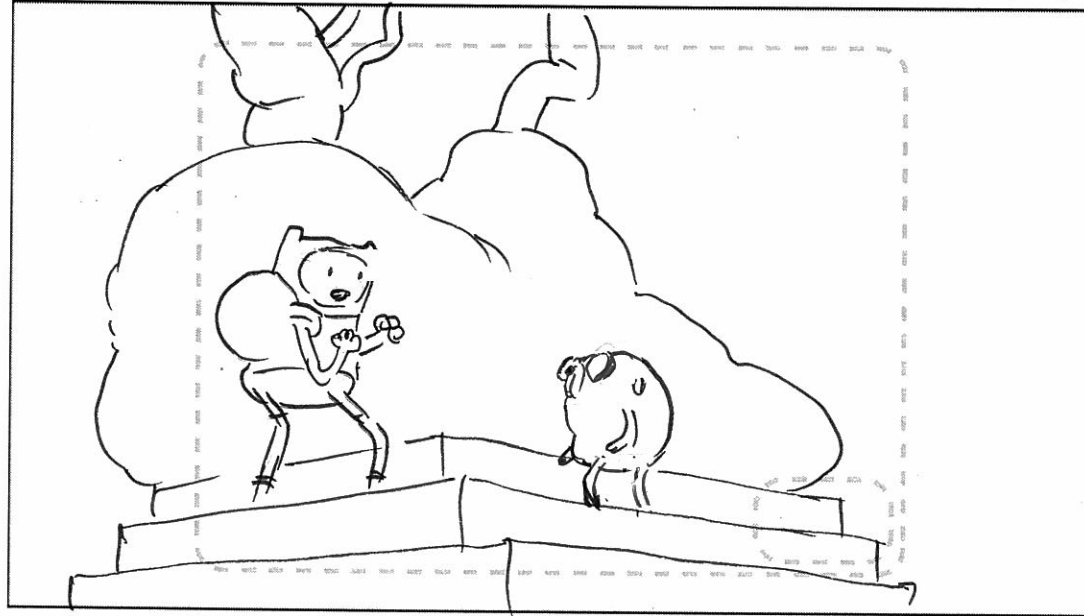


Page 235

Sc. 184 Pnl. A Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog:

(1) GRRR.  
(F:) (3) Yeah, it's fine.

Action:

Timing:



(F:) just smash it already, grandma.

Production :

EPISODE #

1014-115

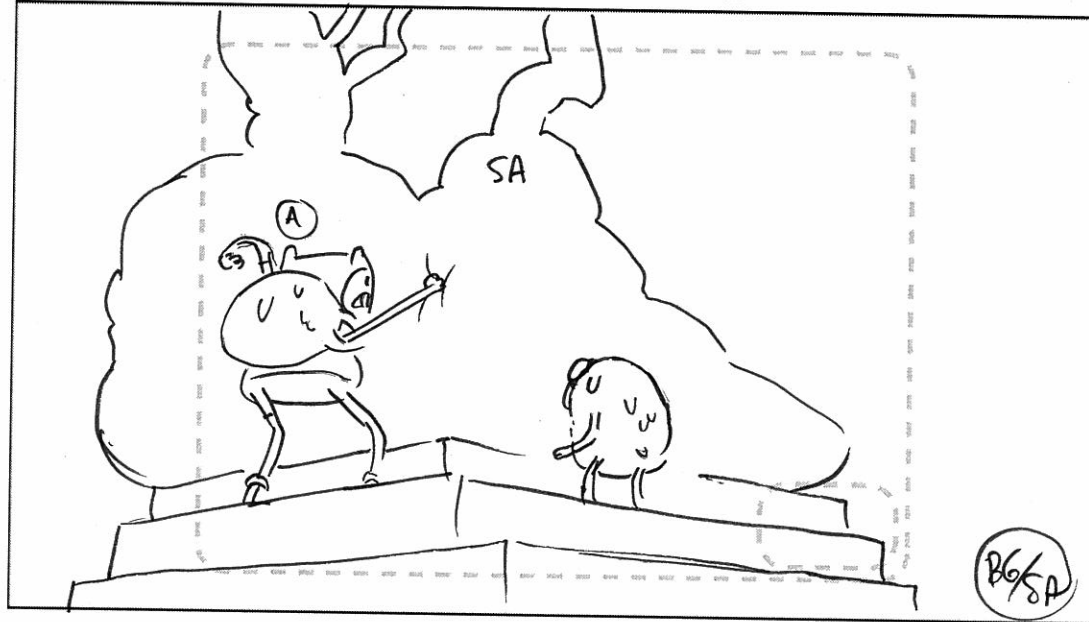
95

# ADVENTURE TIME

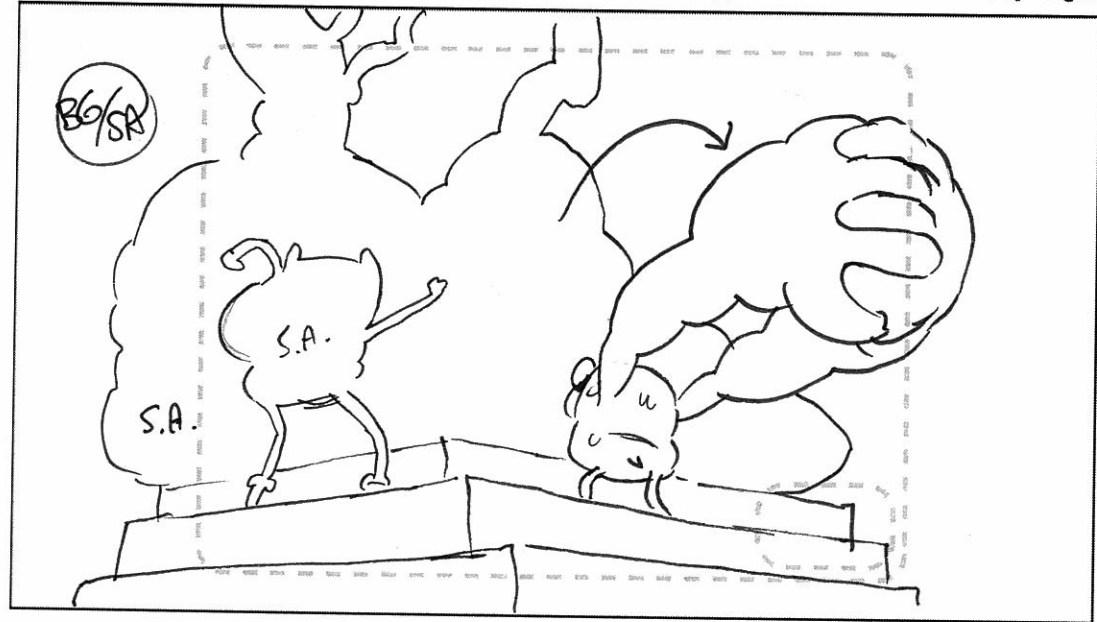



Page 236

Sc. 185 Pnl. B Bg. day night



Sc. 185 Pnl. C Bg. day night



Dialog:	(J:) right.	(J:) hurrurr...
Action:	FINN: A B A B etc.	
Timing:		

EPISODE #

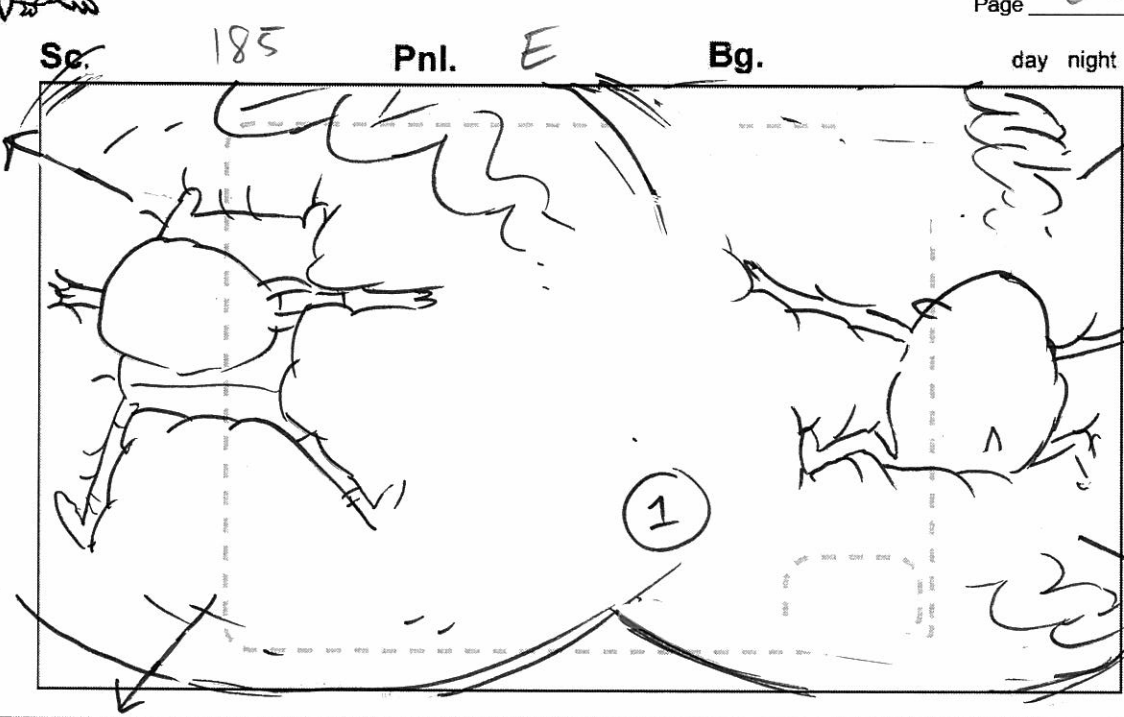
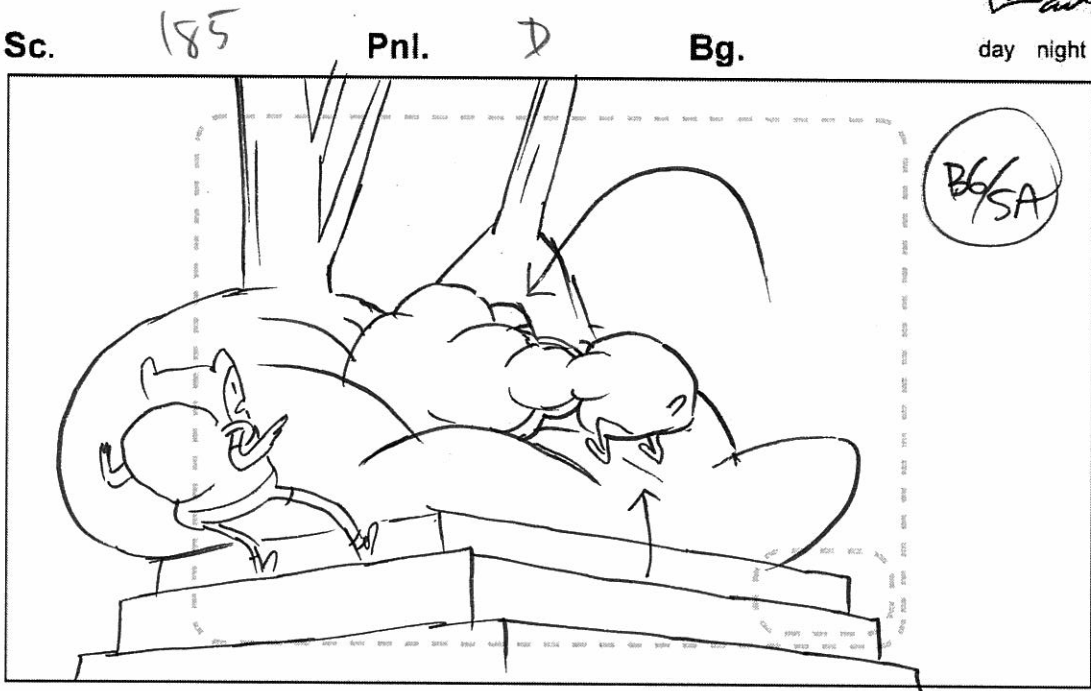
1014-115

96

Production :

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# ADVENTURE TIME



Dialog:	<u>(S:) UNGH!</u>	<u>(SFX:) * THUNDER CLAP *</u>
Action:		
Timing:		

EPISODE #

1014-115

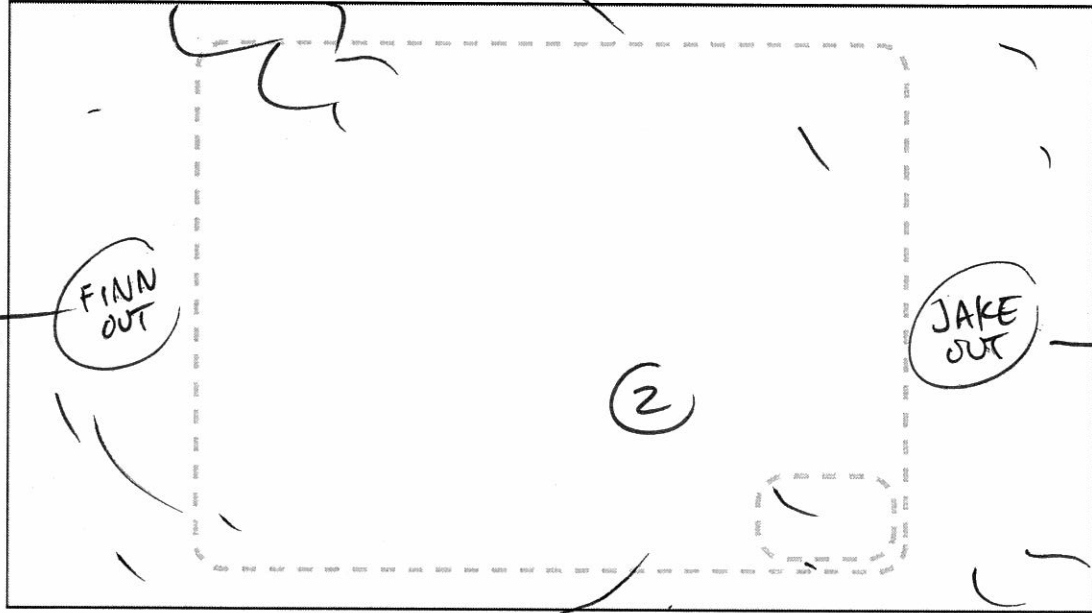
97

# ADVENTURE TIME

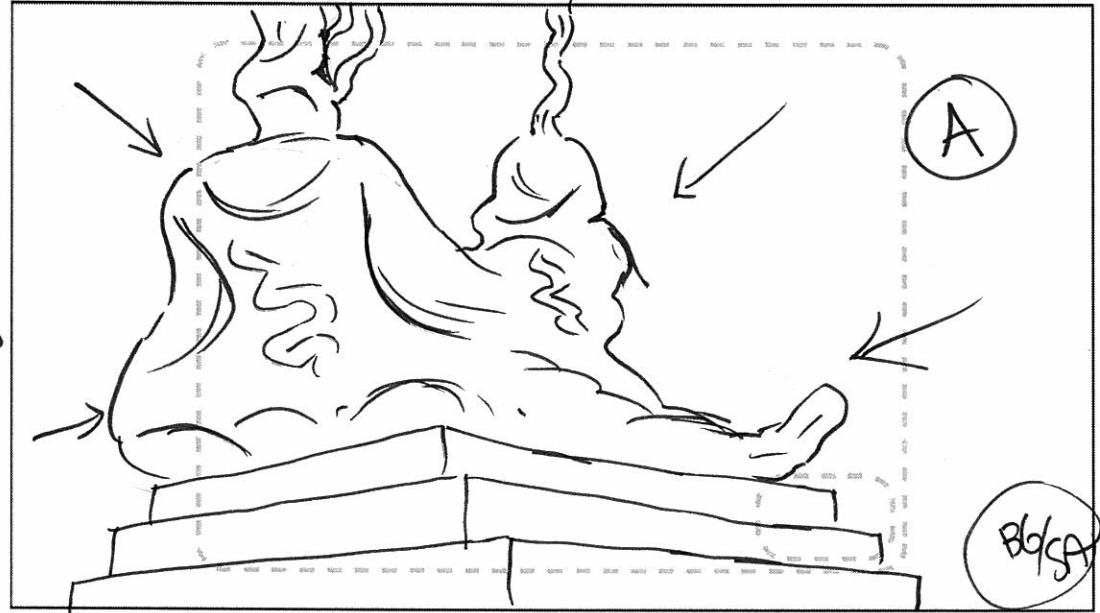


Page 238

Sc. 185 Pnl. F Bg. day night



Sc. 185 Pnl. G Bg. day night



Dialog:

SFX: \*slurp\*

Action:

Timing:

EPISODE #

Production :

1014-115

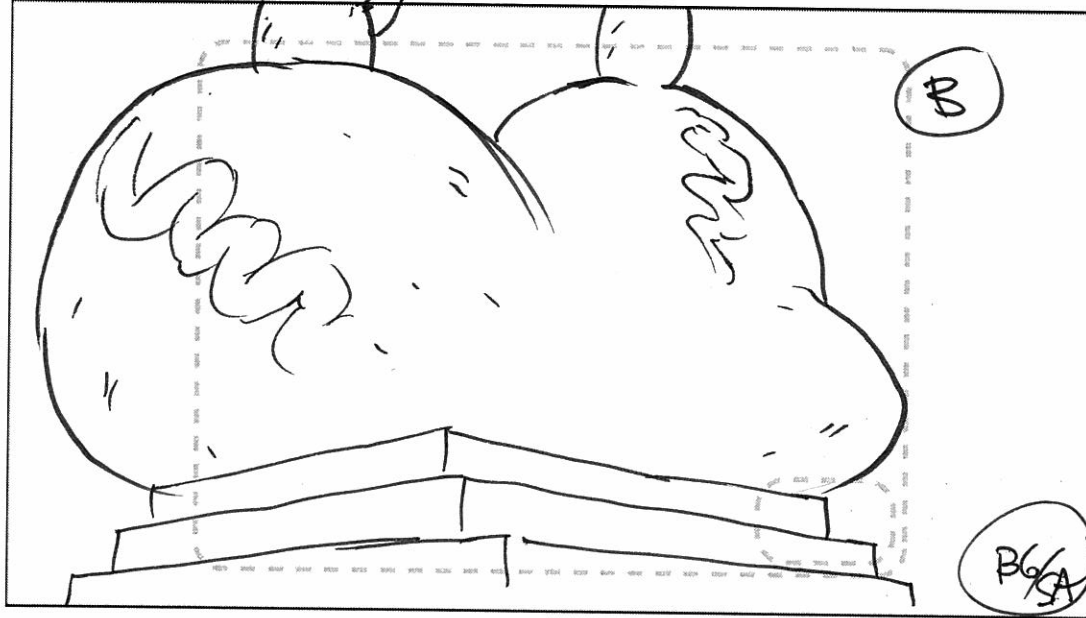
98

# ADVENTURE TIME

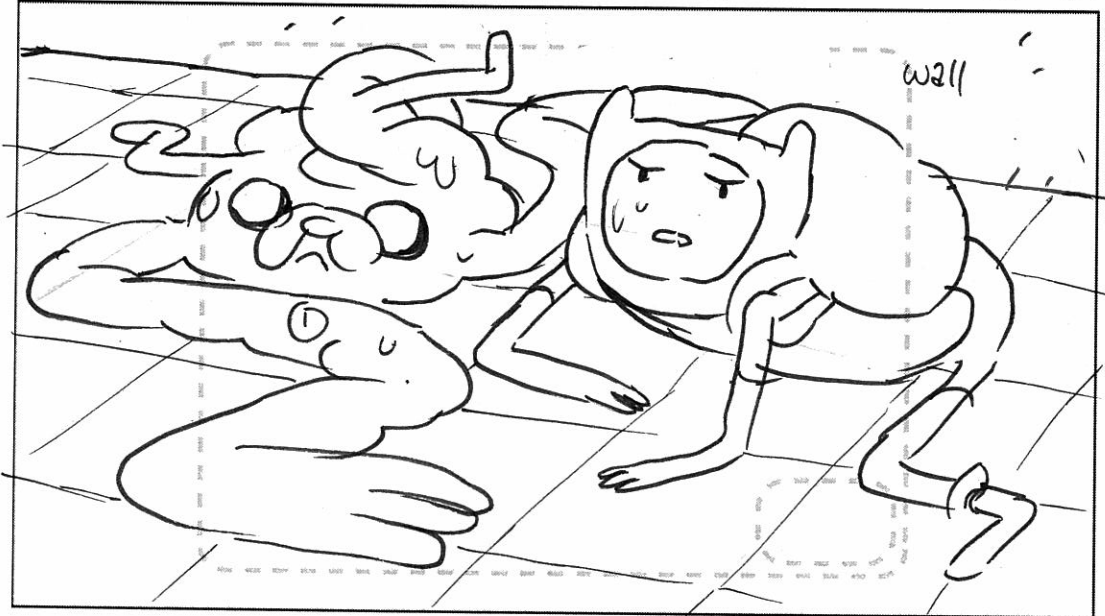


Page 239

Sc. 185 Pnl. H Bg. day night



Sc. 186 Pnl. A Bg. day night



Dialog:

SFX: BOOM slurp BOOM slurp  
BOOM

(F:) Oh- nice one Jake.

Action:

(A) (B) (A) (B) (A) (B)  
Heart starts to beat



Timing:

EPISODE #

Production :

1014-115

99



# ADVENTURE TIME



Page 240

Sc.

Pnl.

Bg.

day night

Sc.

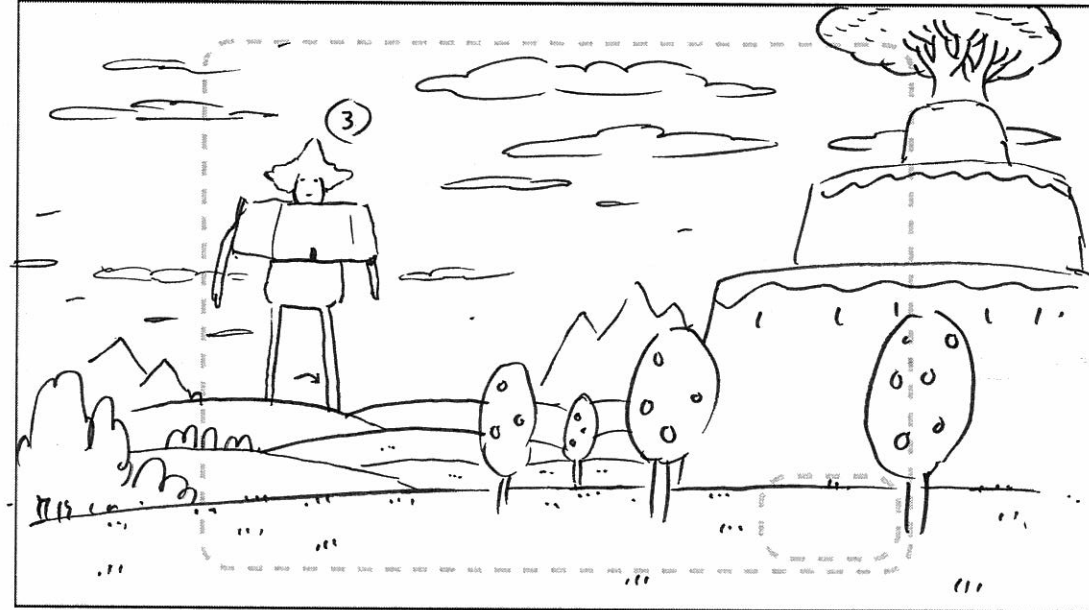
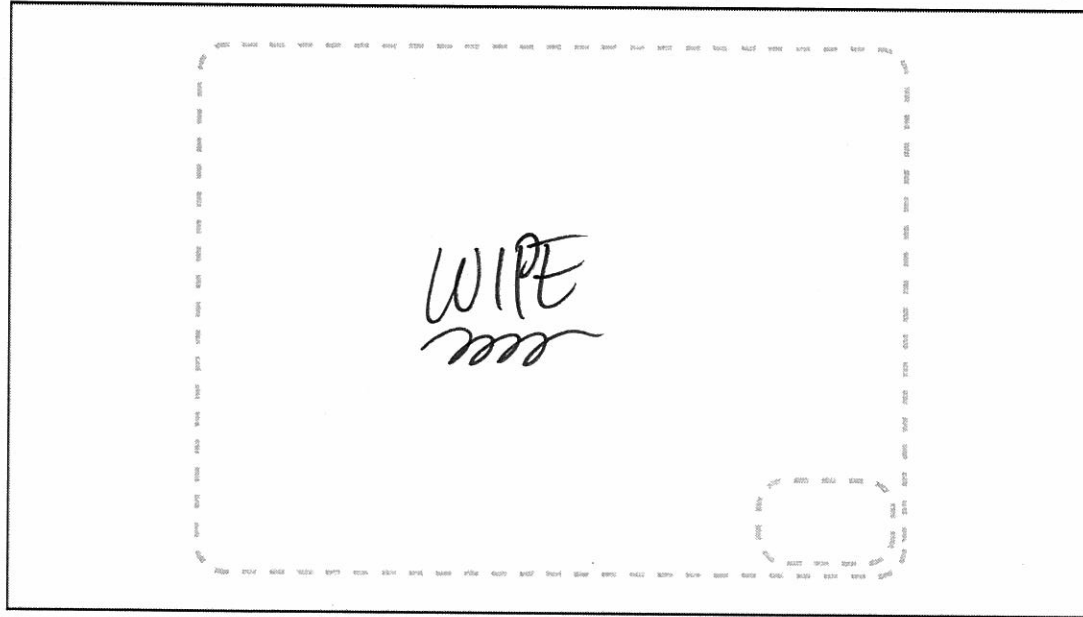
187

Pnl.

A

Bg.

day night

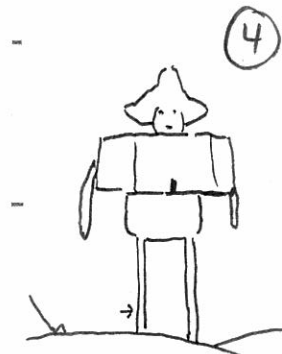


Dialog:

(SFX:) BOOM BOOM boom

Action:

Timing:



Lemonjon comes  
to a stop.

EPISODE #

1014-115

Production :

100

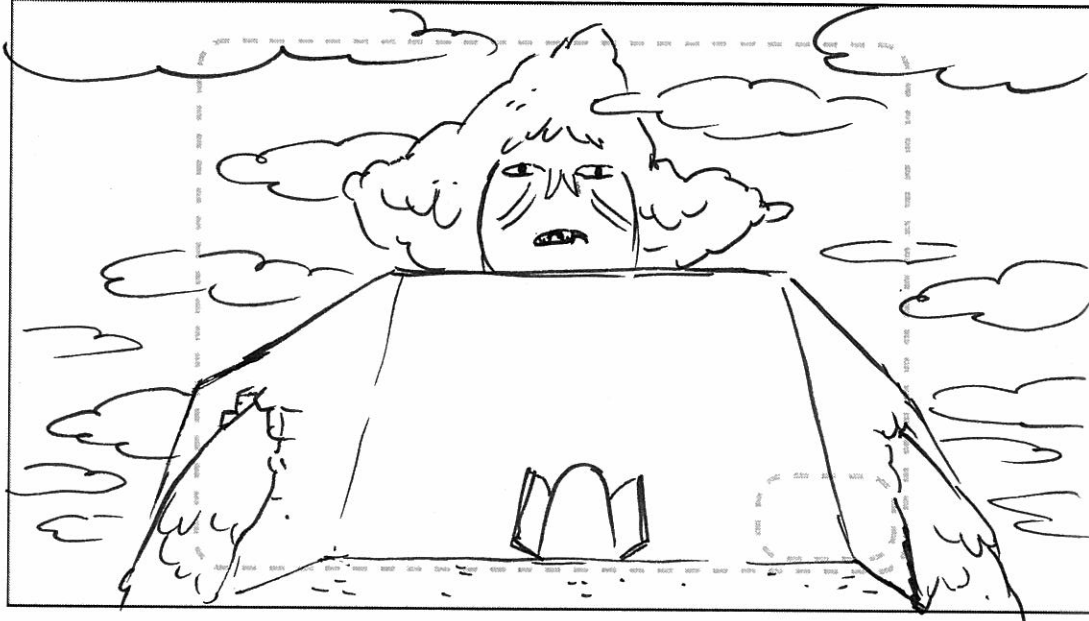


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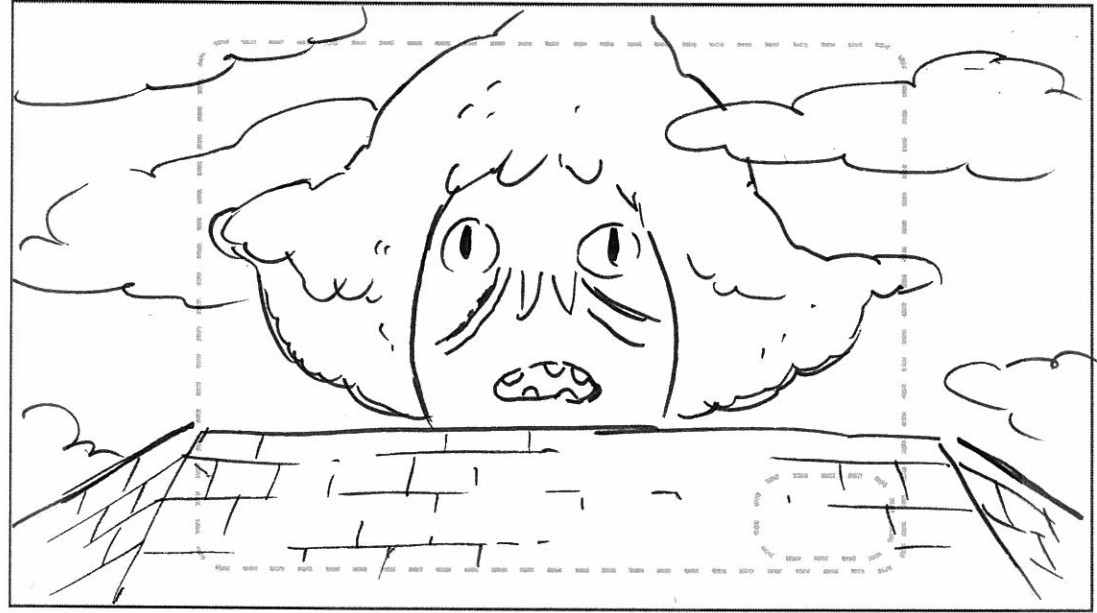
# ADVENTURE TIME



Sc. 188 Pnl. A Bg. day night



Sc. 189 Pnl. A Bg. day night



Dialog:

(LJ:) Whoa, hold the phone.

(LJ:) What is this powerful new juice coursing fromst my core source?

Action:

Timing:

EPISODE #

1014-115

101

Production :

# ADVENTURE TIME

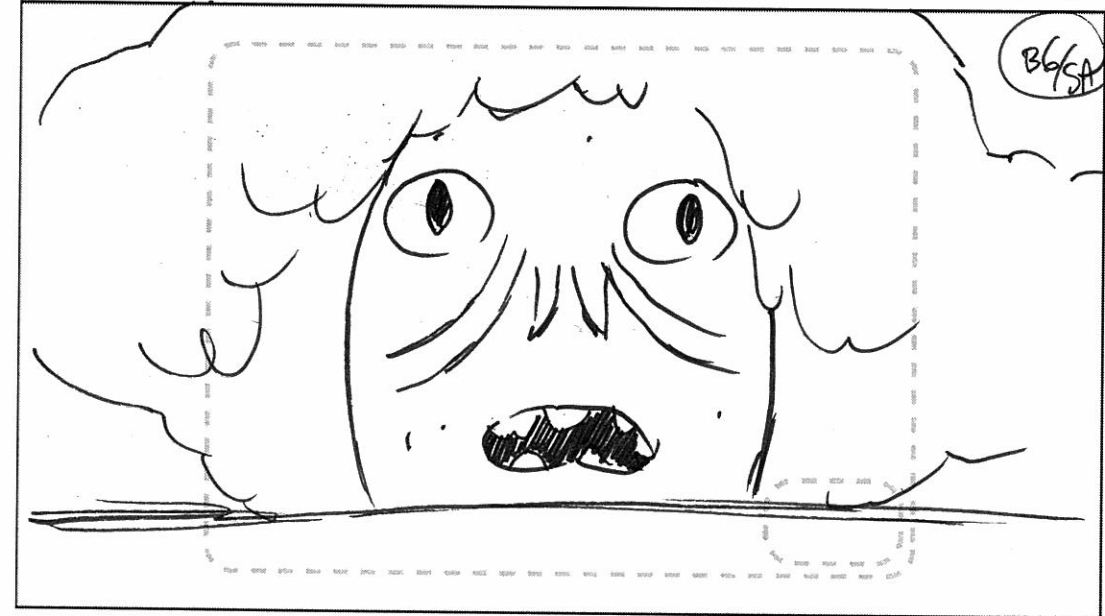


Page 242

Sc. 190 Pnl. A Bg. day night



Sc. 190 Pnl. B Bg. day night



Dialog:

(LJ) A R R R R R G H !

(LJ:) THE JUICE ACHES !

Action:

Timing:

EPISODE #

1014-115

Production :

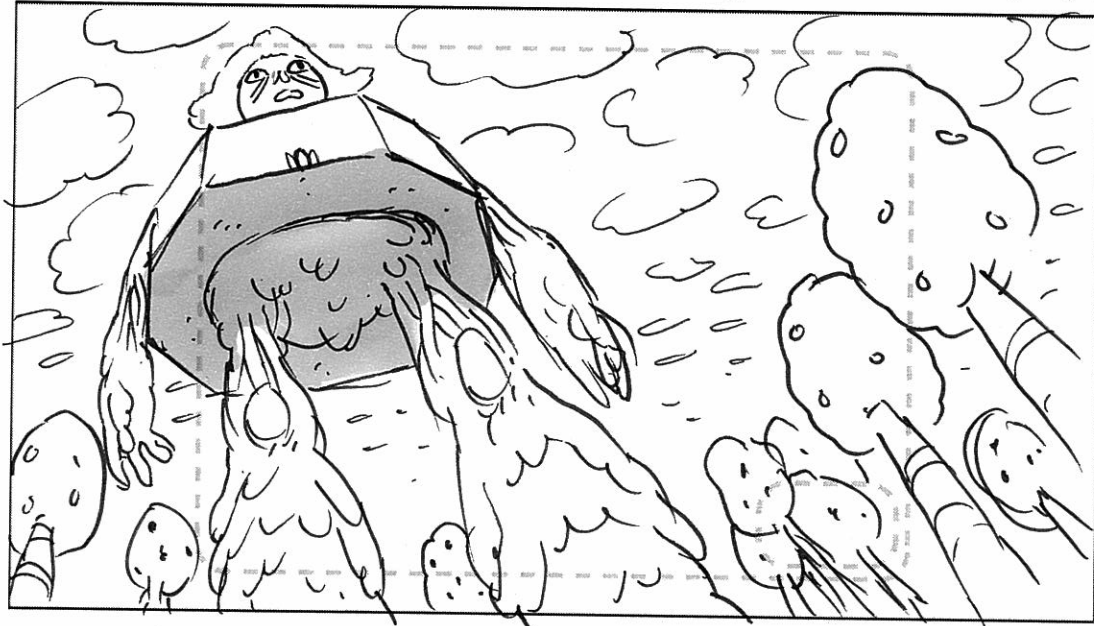
102

# ADVENTURE TIME



Page 243

Sc. 191 Pnl. A Bg. day night



Sc. 191 Pnl. B Bg. day night



Dialog:	<p>(LJ:) Is this the rumored ache of feeling? → The feeling of caring, unknown to lemons?</p>
Action:	<p>puts hands over heart.</p>
Timing:	

EPISODE #

Production :

1014-115

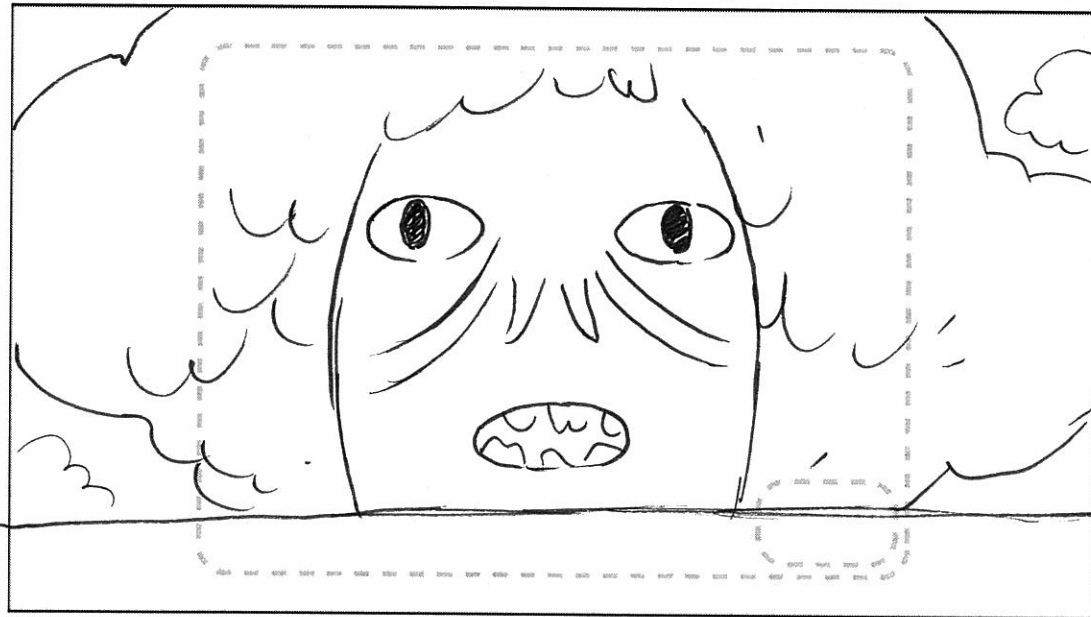
103

# ADVENTURE TIME

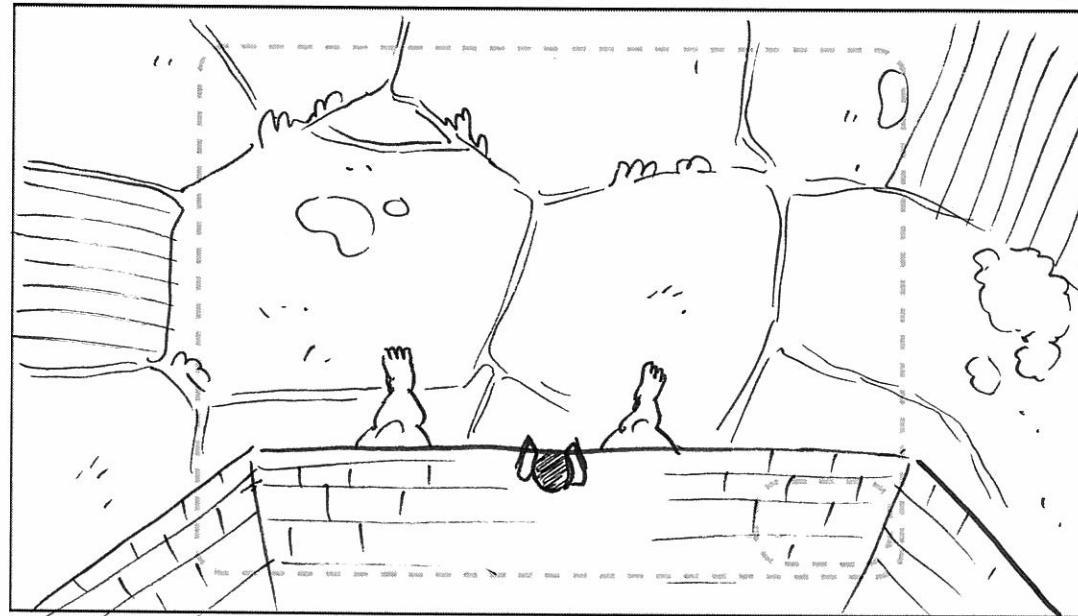


Page 244

Sc. 192 Pnl. A Bg. day night



Sc. 193 Pnl. A Bg. day night



Dialog:

(LJ:) New thoughts emerge:

Action:

Timing:

EPISODE #

Production :

1014-115

104

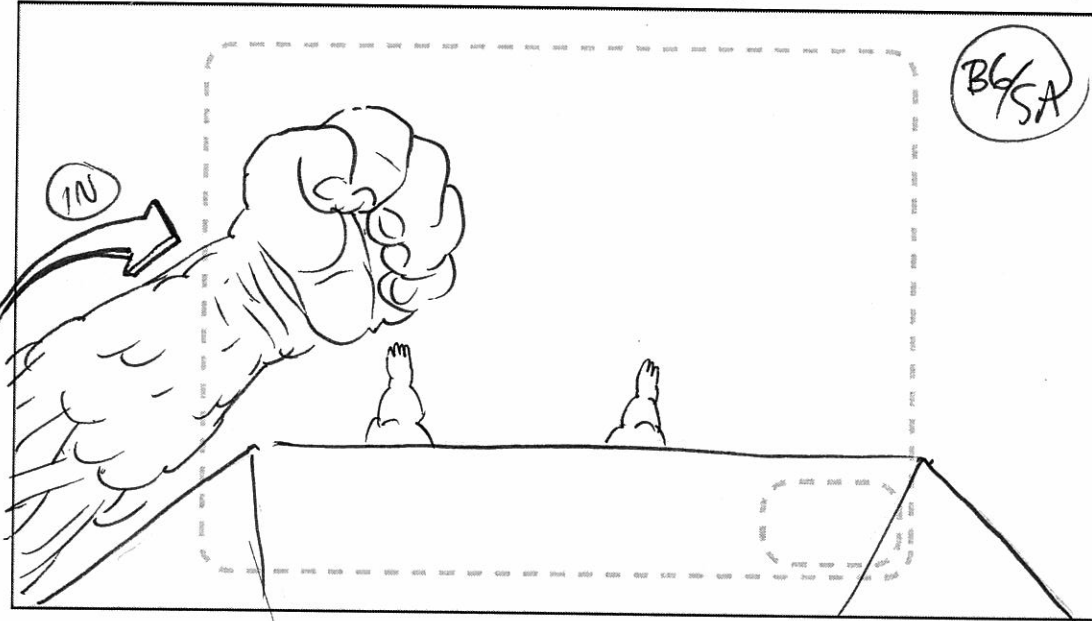
# ADVENTURE TIME



Page 245

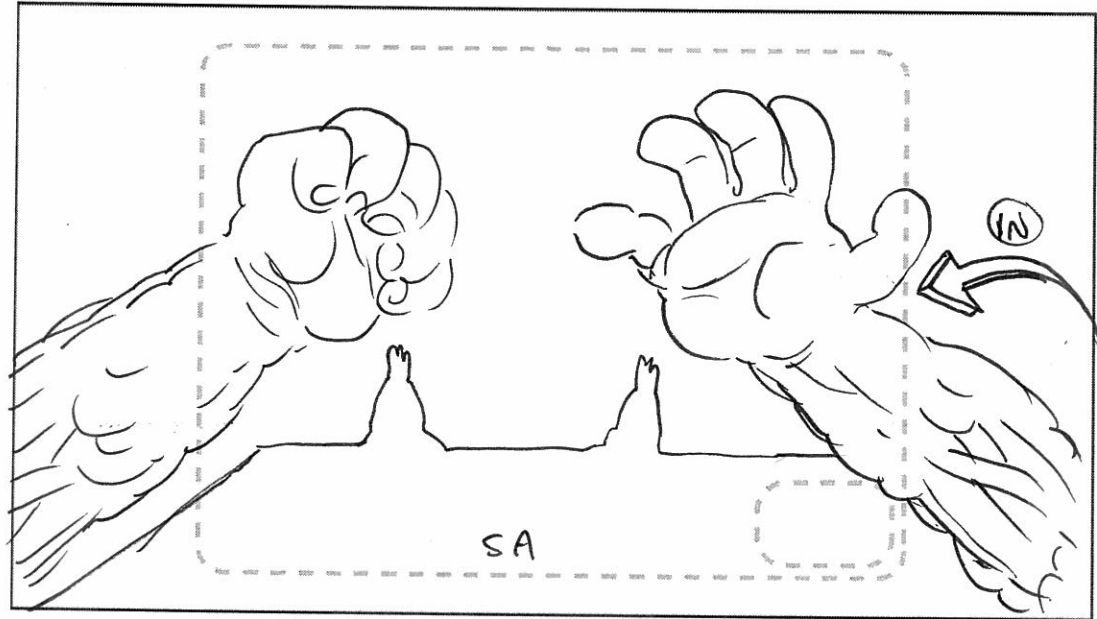
Sc. 193 Pnl. B Bg.

day night



Sc. 193 Pnl. C Bg.

day night



Dialog: LJ VO. if I act, the candy people will suffer... → If I don't, the lemon people will suffer.

Action:

Timing:

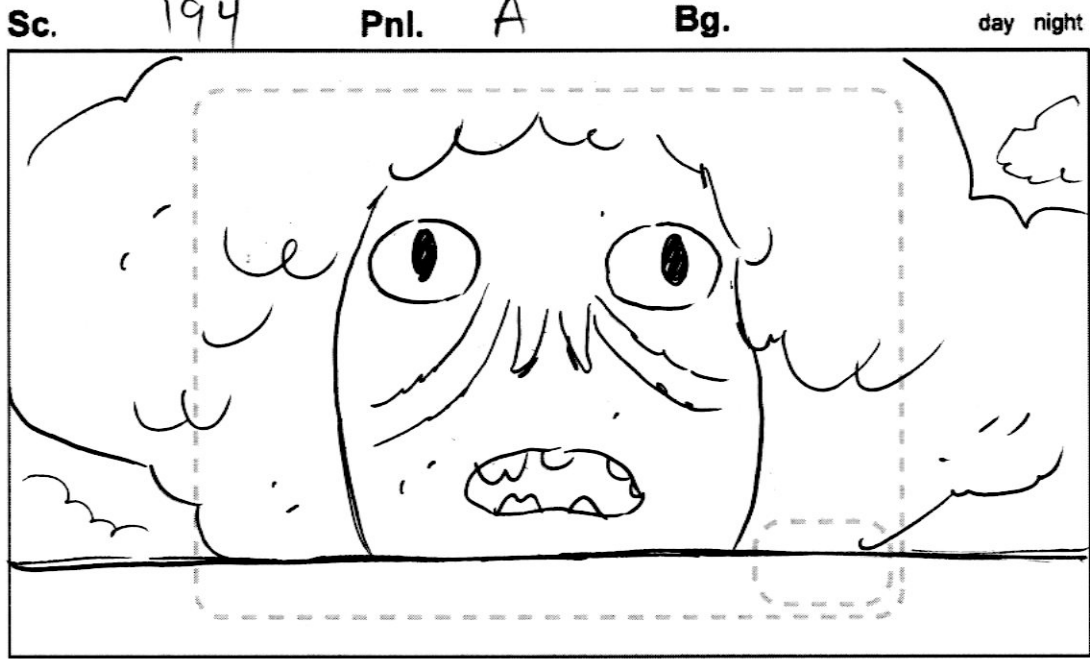
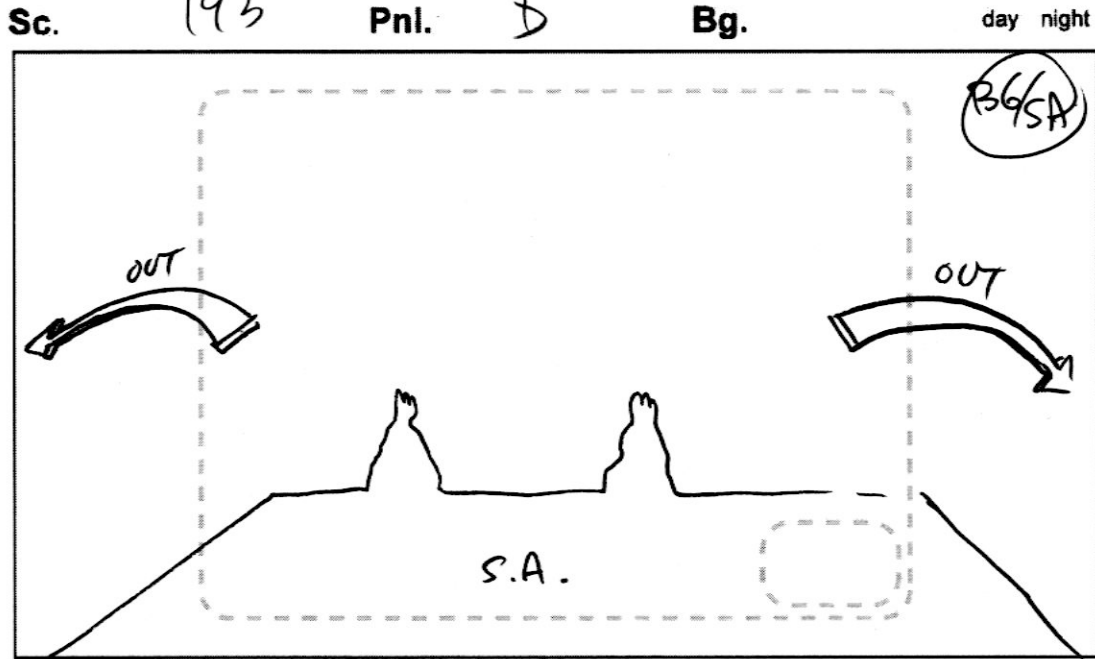
EPISODE #

Production :

1014-115

105

# ADVENTURE TIME



Dialog: (LJ:) The greater good demands but one course only. → That I dissolve the bonds uniting me, and become component to all !

Action:

Timing:

EPISODE # 106

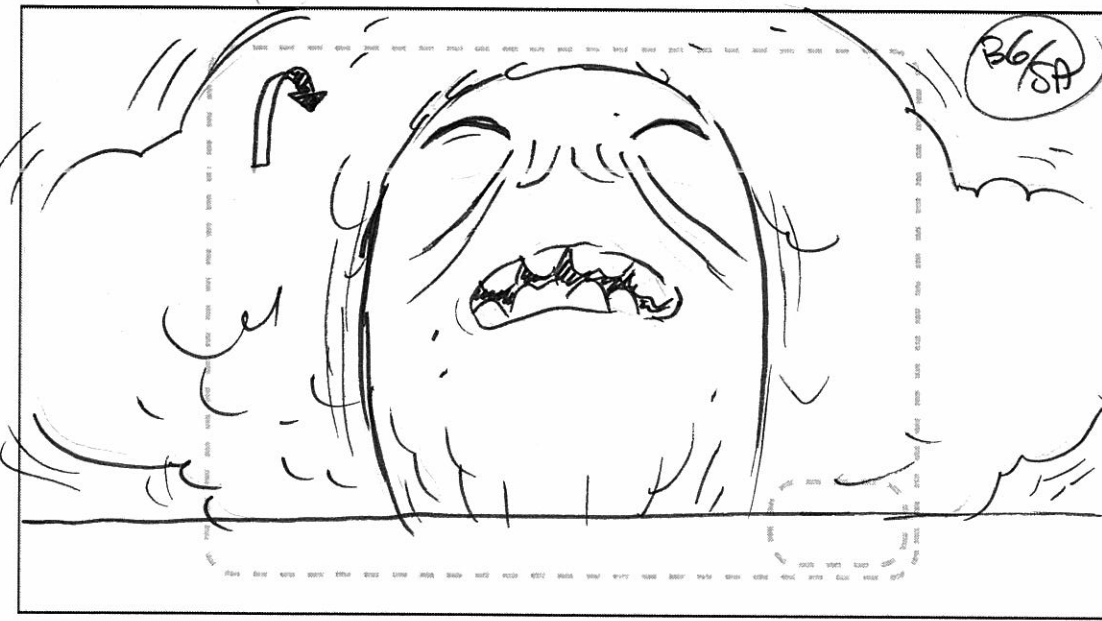
1014-115

# ADVENTURE TIME

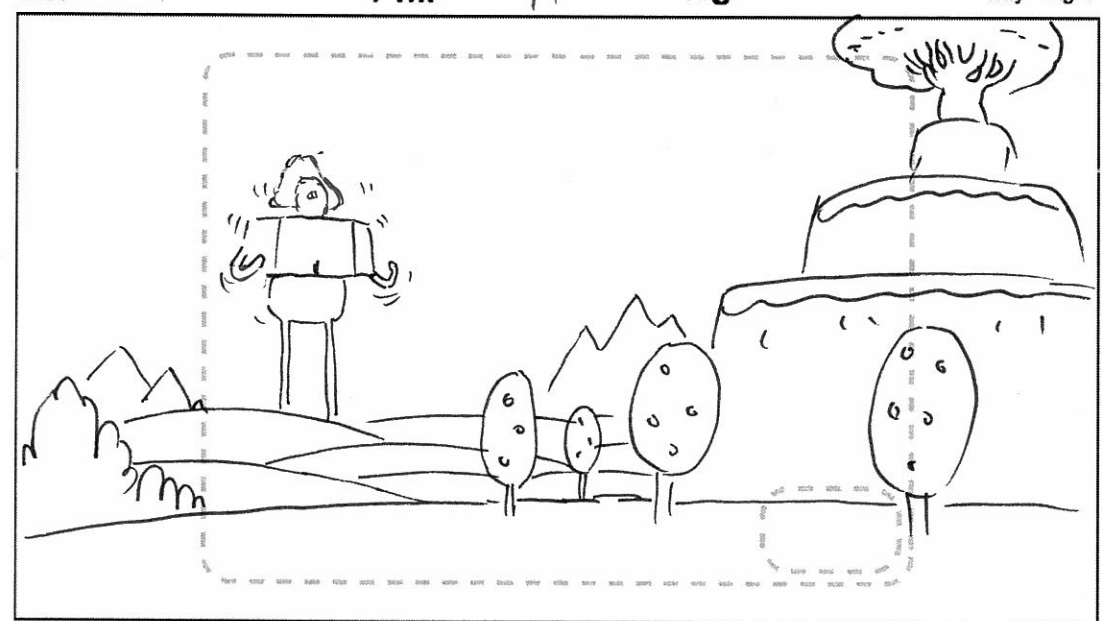


Page 247

Sc. 194 Pnl. B Bg. day night



Sc. 195 Pnl. A Bg. day night



Dialog:	(LJ:) H H N N N N N N G G G G H H !! → R R R R R R . . .
Action:	
Timing:	

EPISODE #

Production :

107

1014-115



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# ADVENTURE TIME



Page 248

Sc. 195

Pnl. B

Bg.

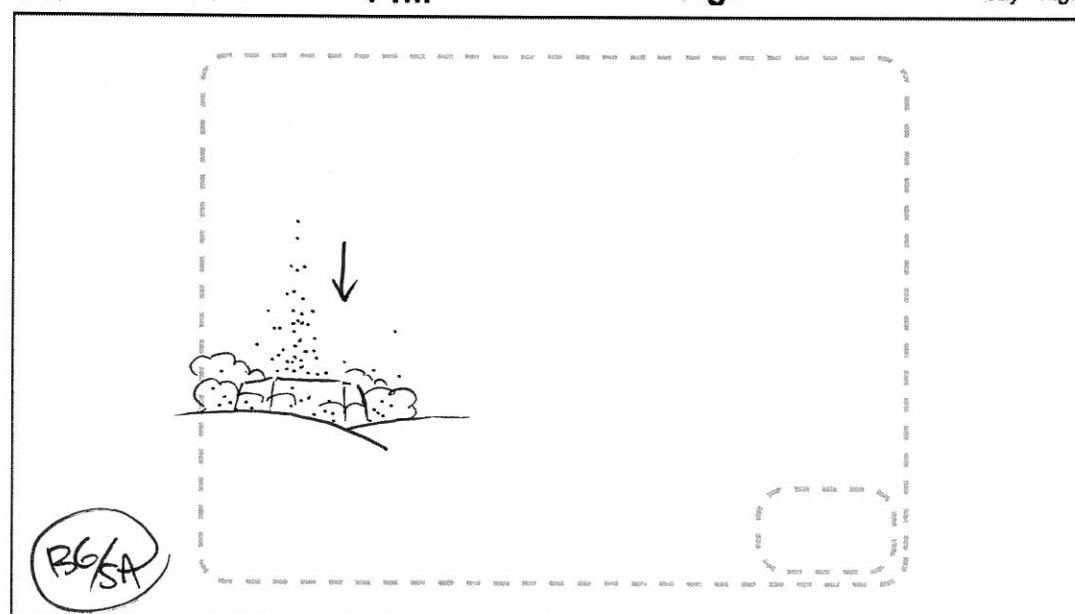
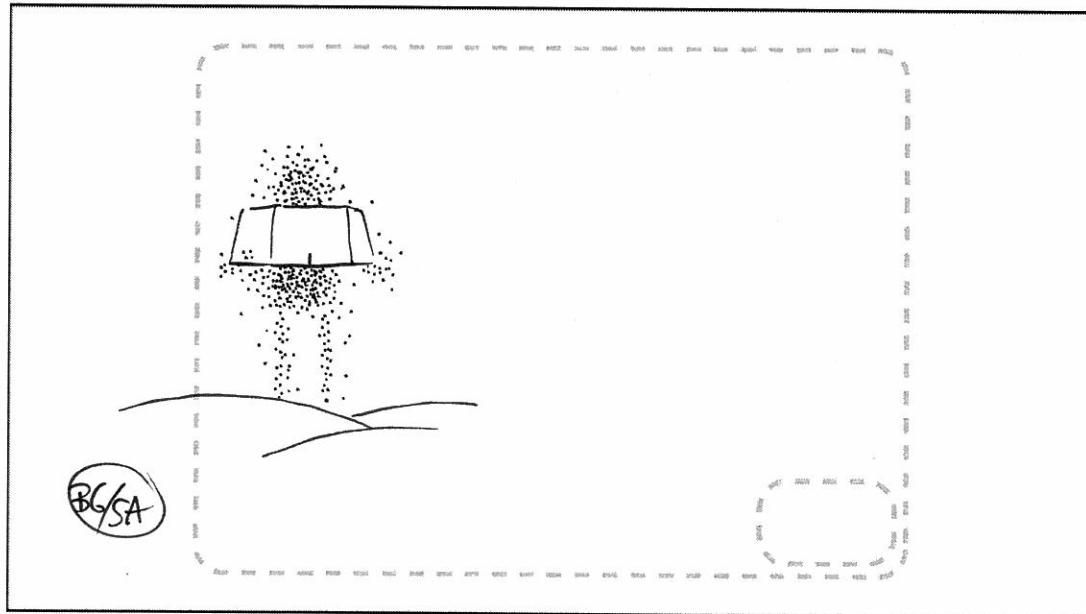
day night

Sc. 195

Pnl. C

Bg.

day night



Dialog:

SFX: ?

SFX: Boom!

Action:

screen shake ?

Timing:

EPISODE #

Production :

168

1014-115



# ADVENTURE TIME

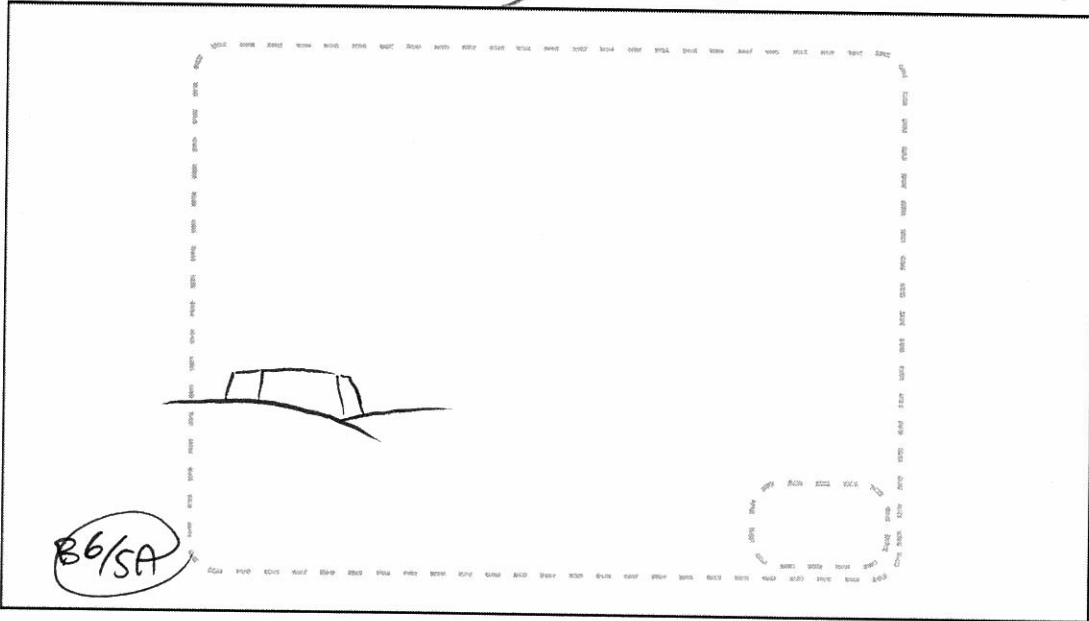


Sc. 195

Pnl. D

Bg.

day night

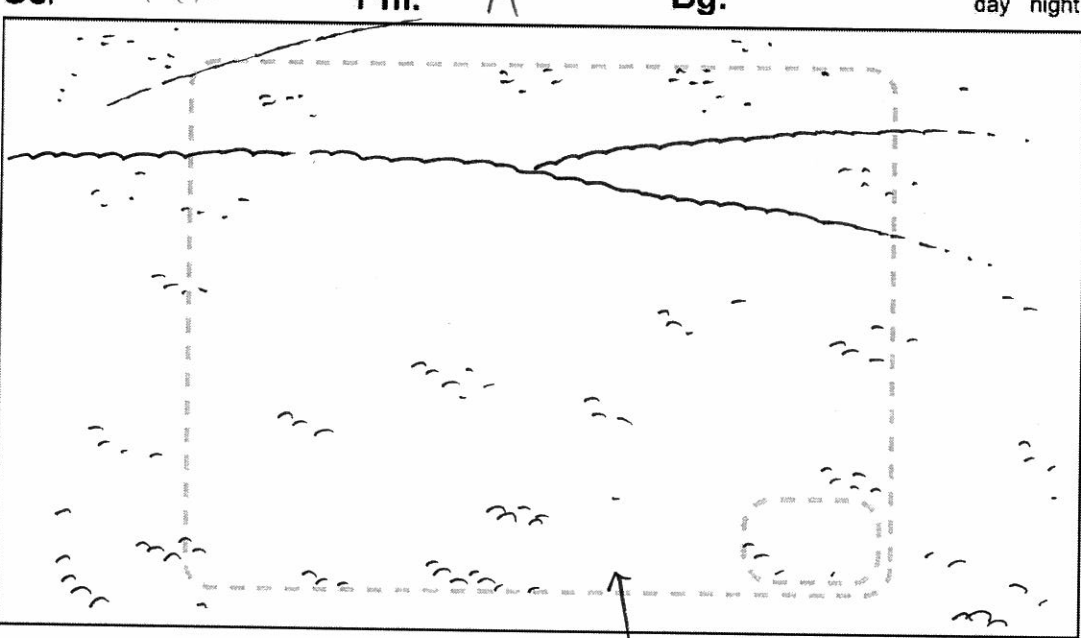


Sc. 196

Pnl. A

Bg.

day night



Dialog:	- BEAT -
Action:	
Timing:	

all  
Lemon  
Candy

EPISODE #

Production :

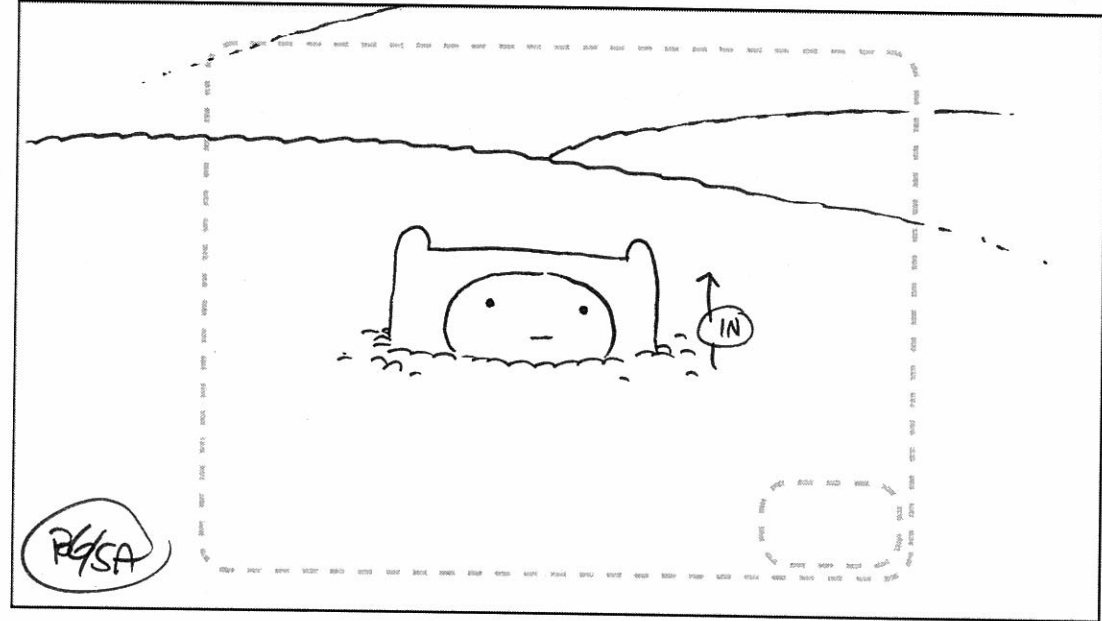
1014-115  
109

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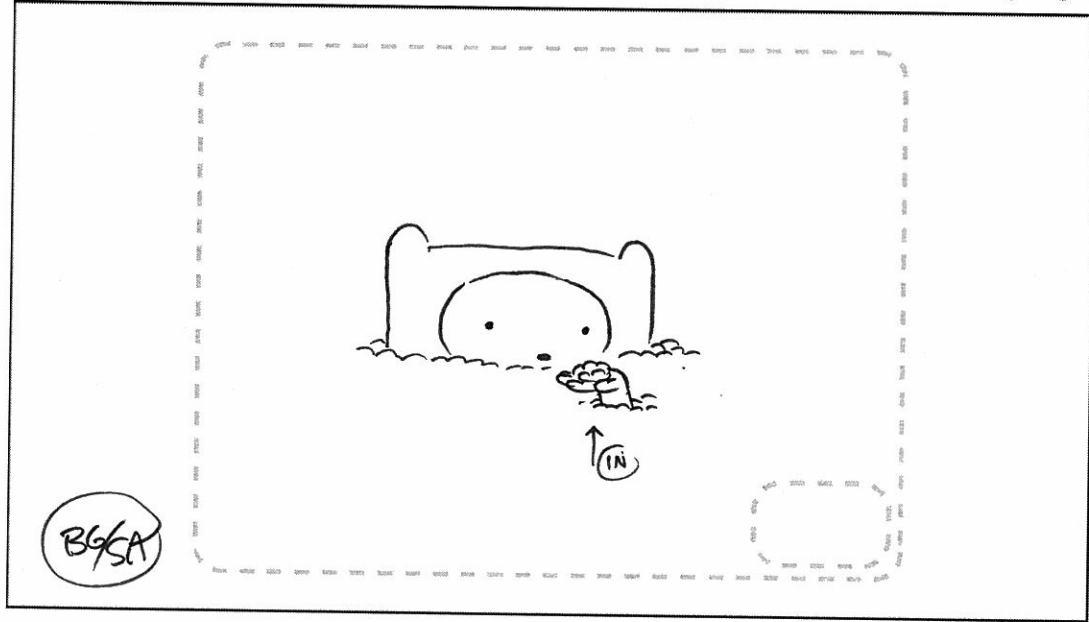
# ADVENTURE TIME



Sc. 196 Pnl. B Bg. day night



Sc. 196 Pnl. C Bg. day night



Dialog:	(F:) Oh - dang, →
Action:	
Timing:	

Production :

EPISODE #

1014-115

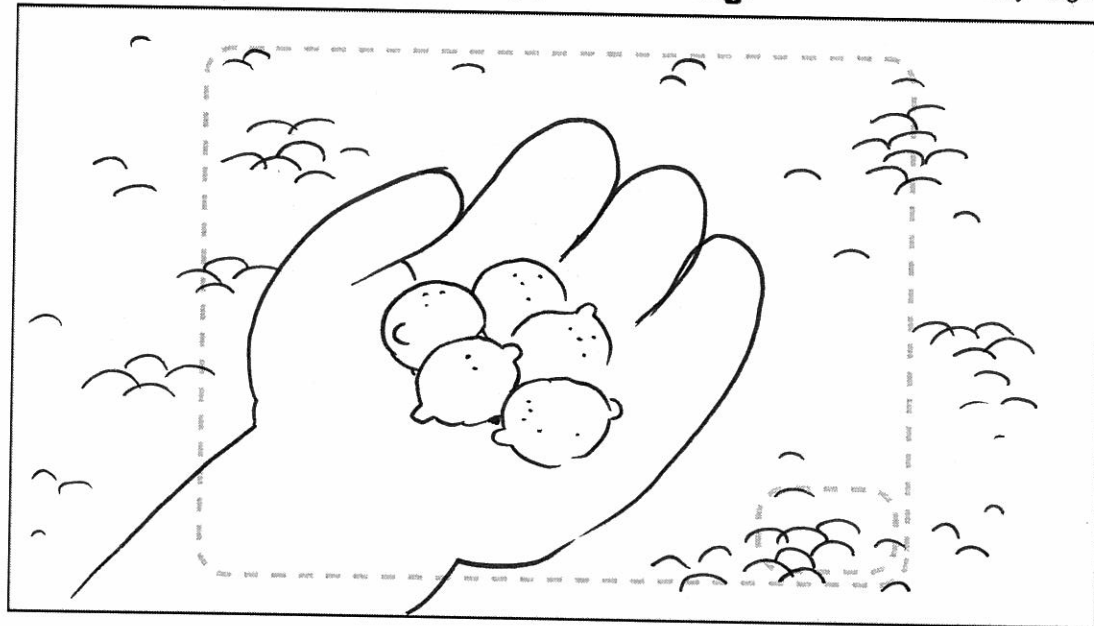
110

# ADVENTURE TIME

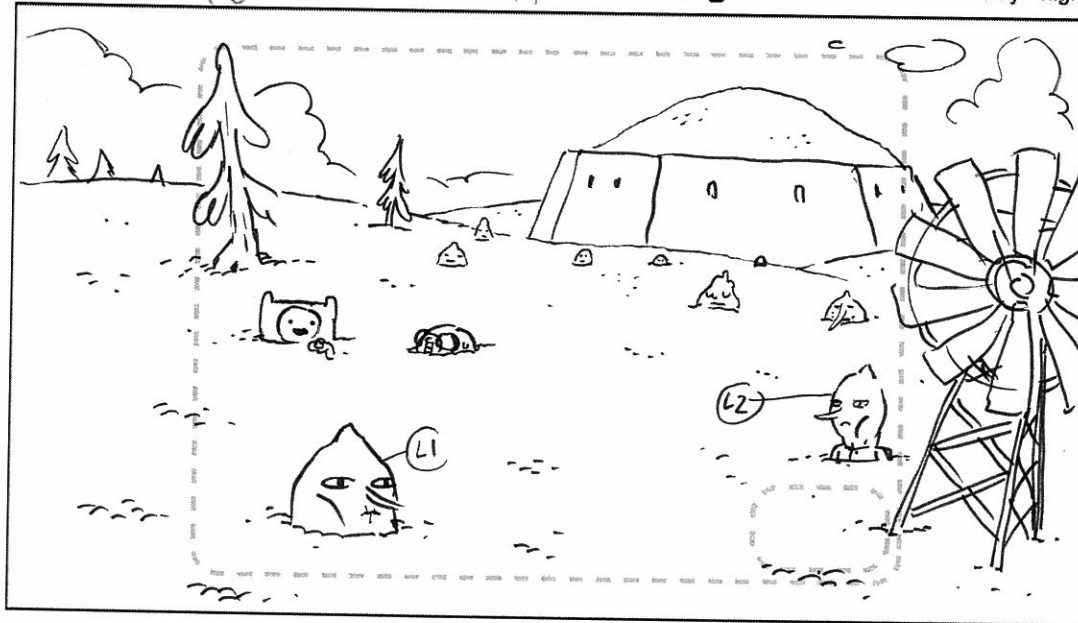


Page 251

Sc. 197 Pnl. A Bg. day night



Sc. 198 Pnl. A Bg. day night



Dialog: —→ (F) (O.S.) He turned himself all up into lemon candy.

(F:) Man, that Lemonjon's alright.

Action:

Timing:

EPISODE #

1014-115

Production :

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Page 252

**Sc.**

**Pnl.**

**Bg.**

day night

**Sc.**

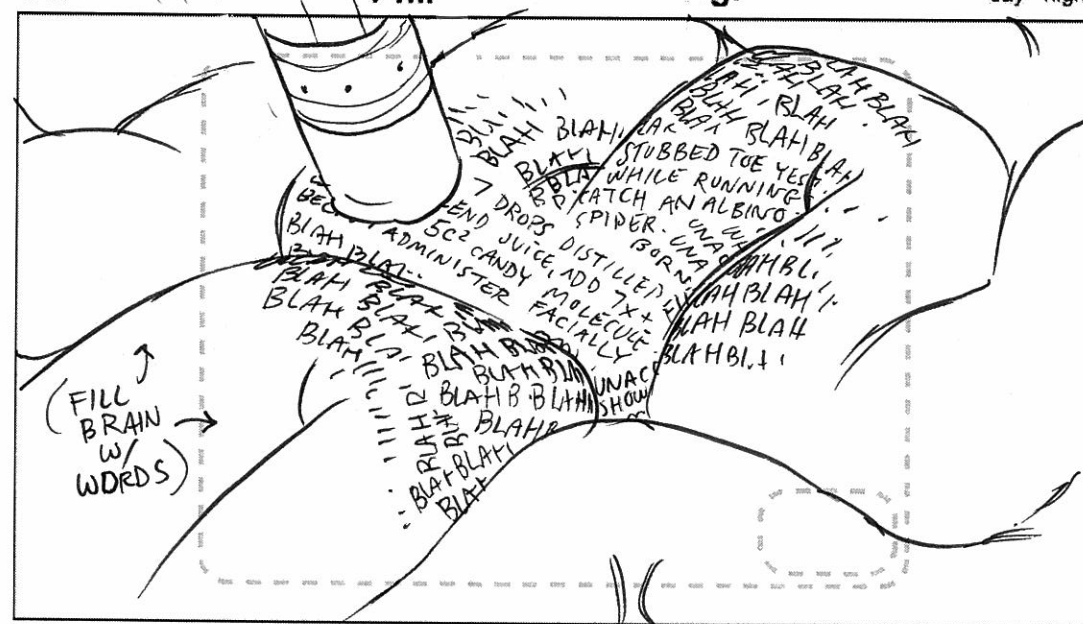
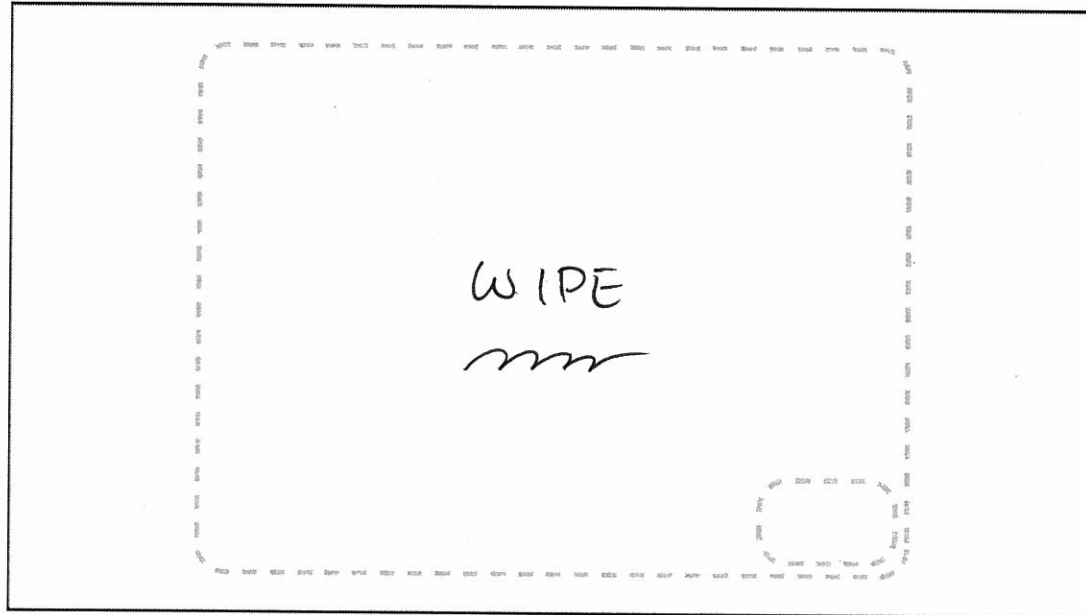
199

**Pnl.**

A

**Bg.**

day night



**Dialog:**

**Action:****Timing:**

**EPISODE #**

**Production :**

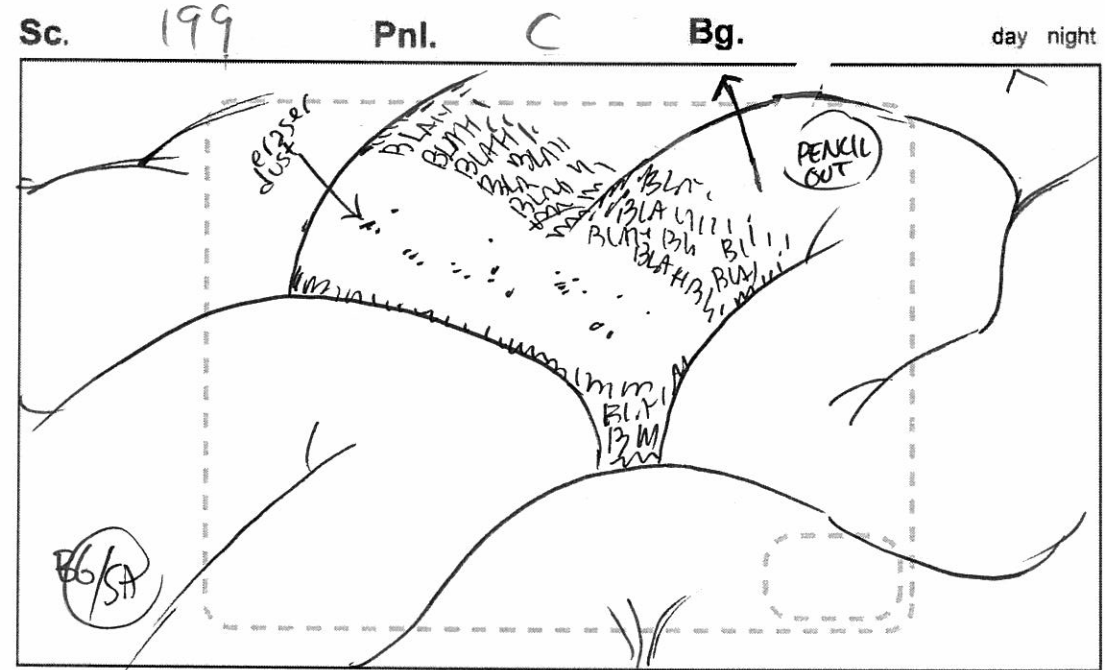
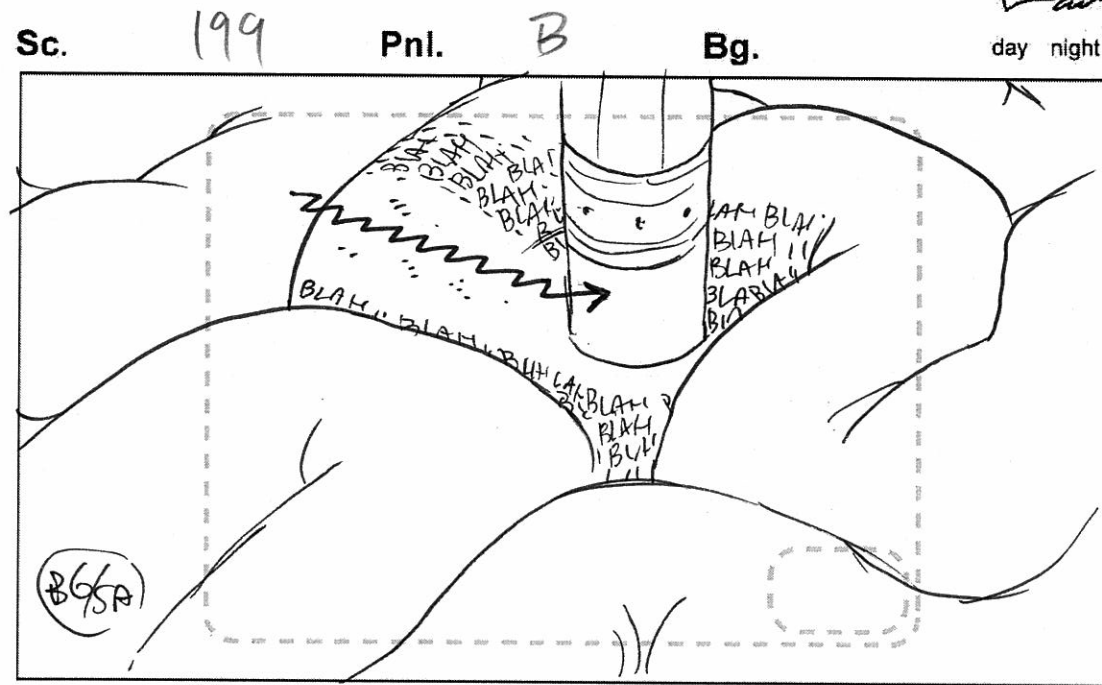
1014-115

112

# ADVENTURE TIME



Page 253



Dialog:

(PB) (O.S.) Aaaand ... there ... we go.

Action:

PB erases the candy life formula, leaving behind eraser dust

Timing:

EPISODE #

Production :

1014-115

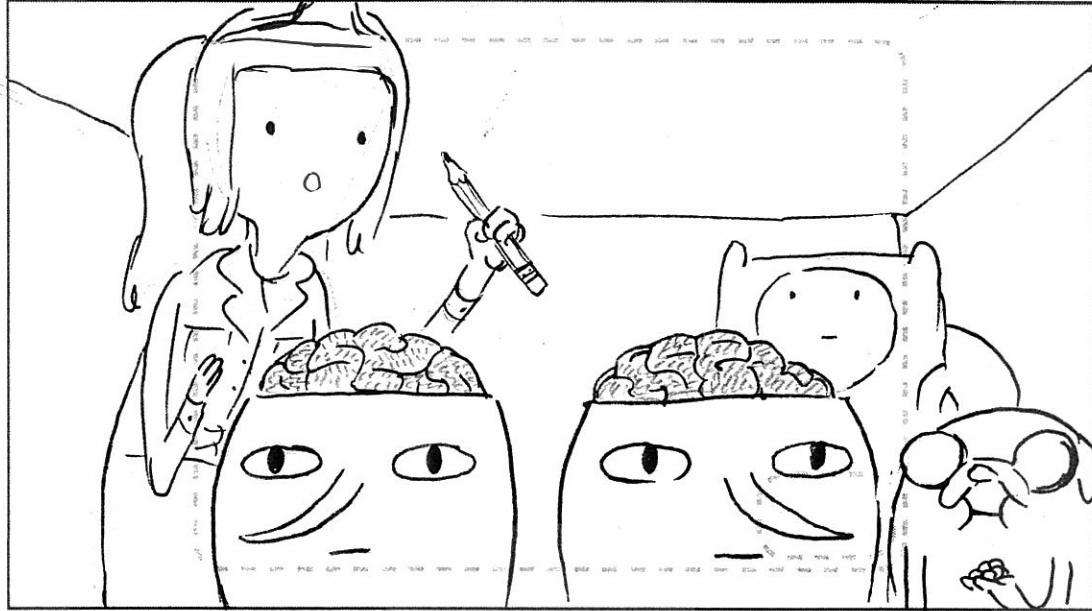
113

# ADVENTURE TIME

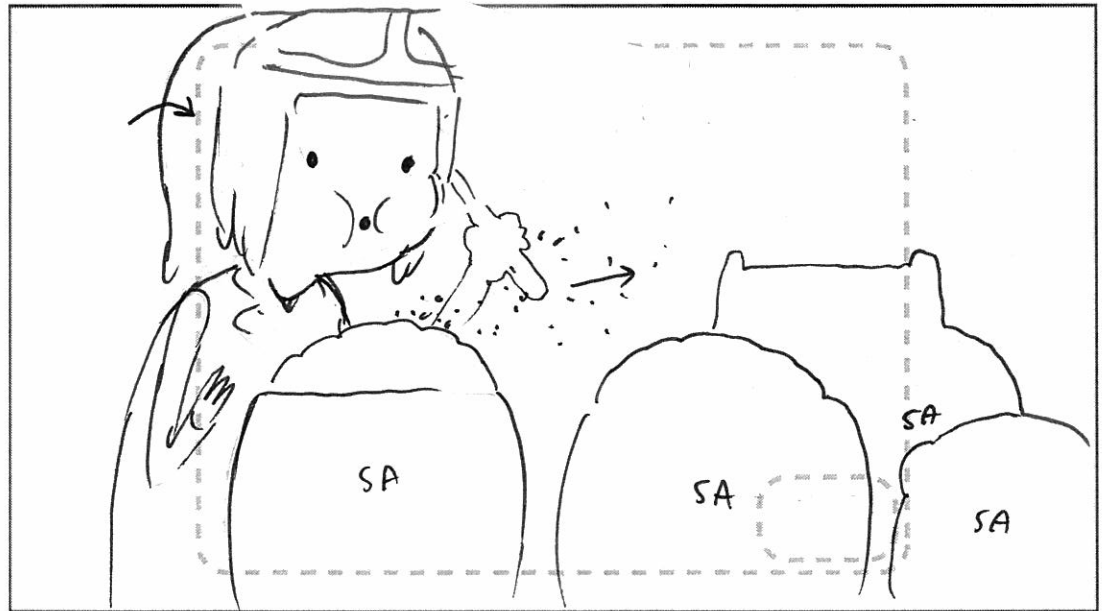


Page 254

Sc. 200 Pnl. A Bg. day night



Sc. 200 Pnl. B Bg. day night



Dialog:

(PB:) \* inhale \* —————→ \* phew! \*

Action:

Timing:

EPISODE #

Production :

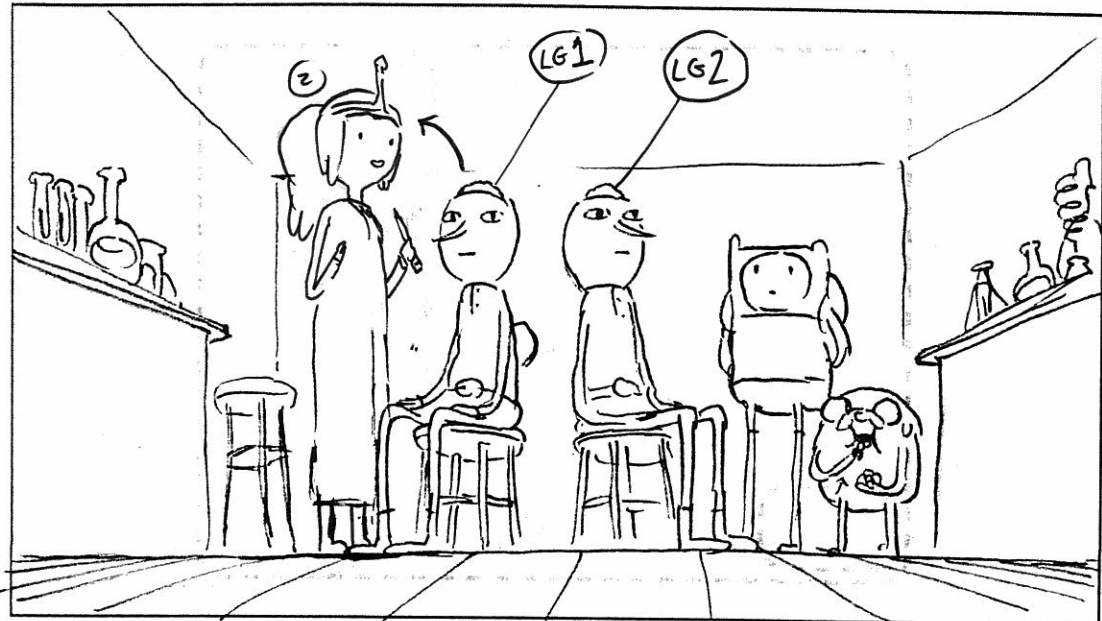
1014-115

# ADVENTURE TIME

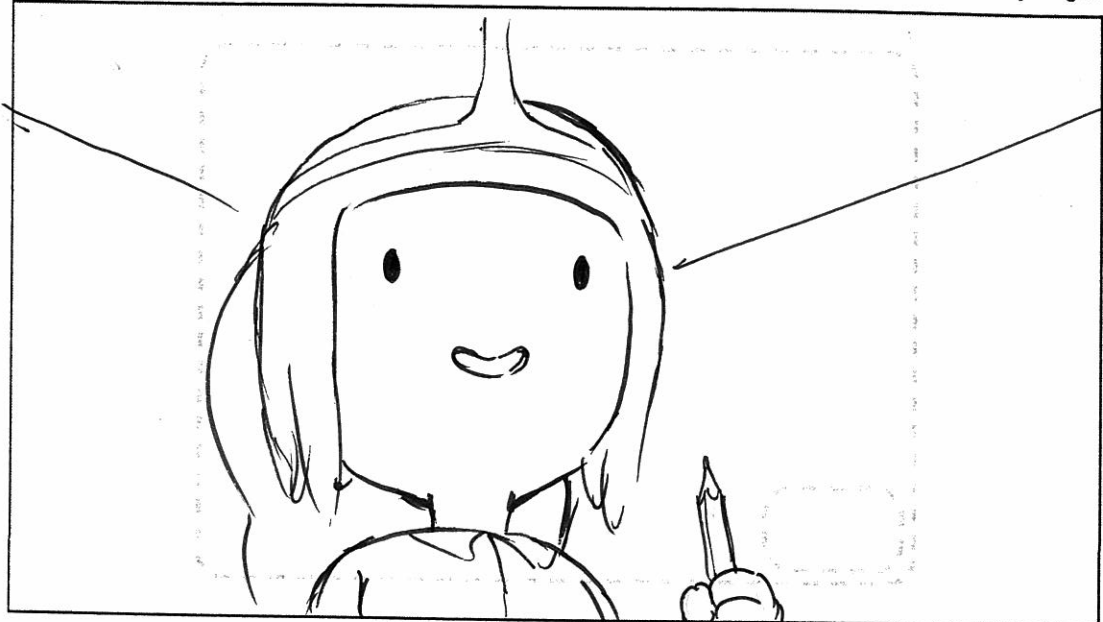


Page 255

Sc. 201 Pnl. A Bg. day night



Sc. 202 Pnl. A Bg. day night



Dialog: (PB:) All done.

(PB:) The last trace of the candy-life formula is out of their heads.

Action:

Timing:



EPISODE #

Production :

1014-115

115

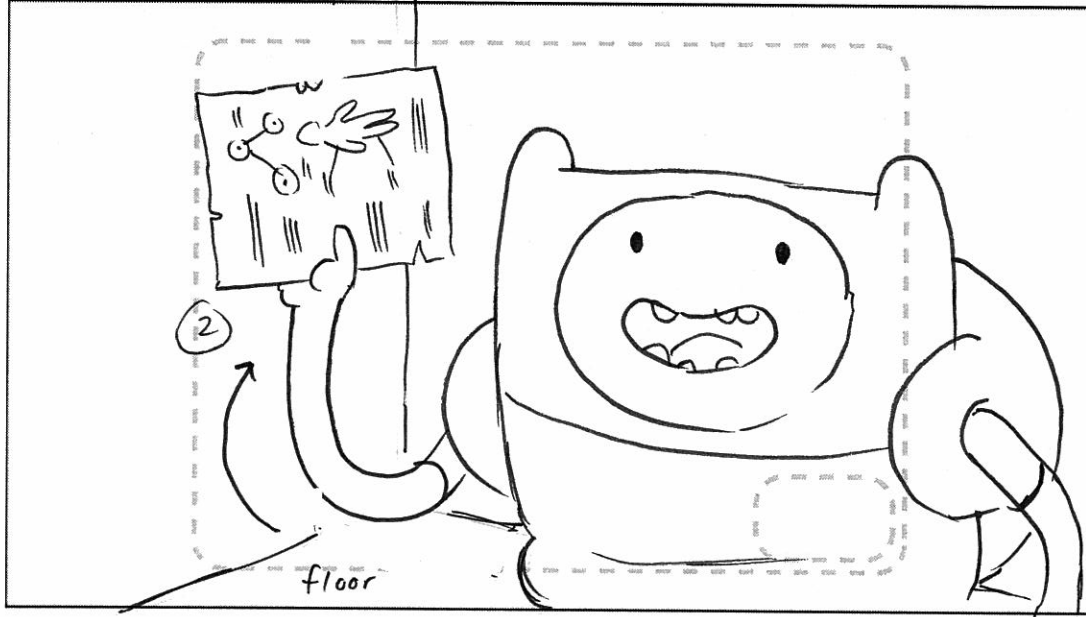


# ADVENTURE TIME

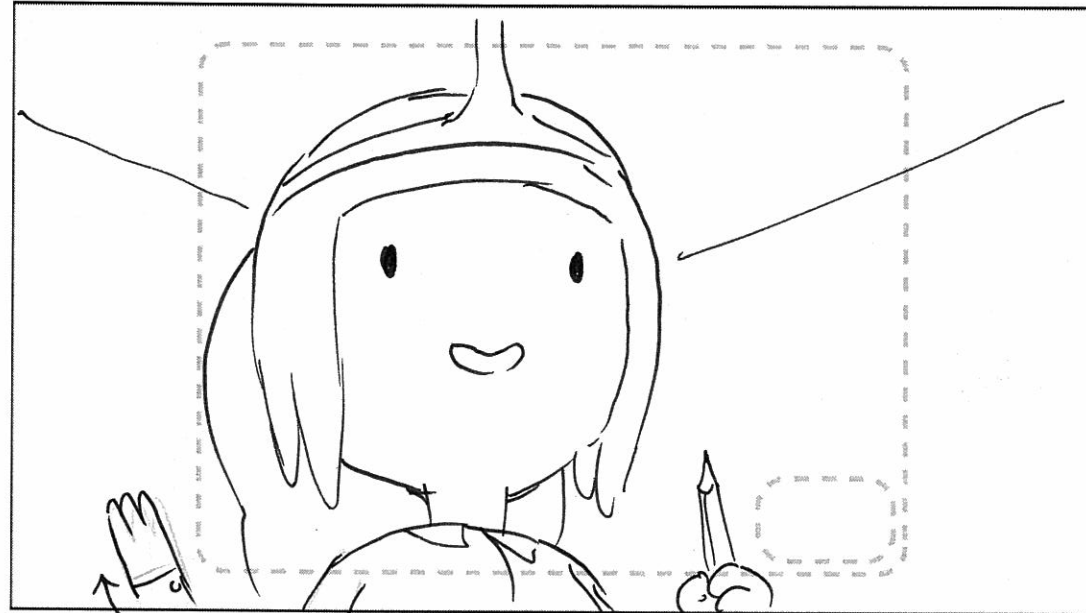


Page 256

Sc. 203 Pnl. A Bg. day night



Sc. 204 Pnl. A Bg. day night



Dialog:

(FINN) And I snatched THIS out the Lemon castle-boyee!

Action:

Timing:



(PB) Yes, we know Finn. Thank you.

EPISODE #

Production :

1014-115

116

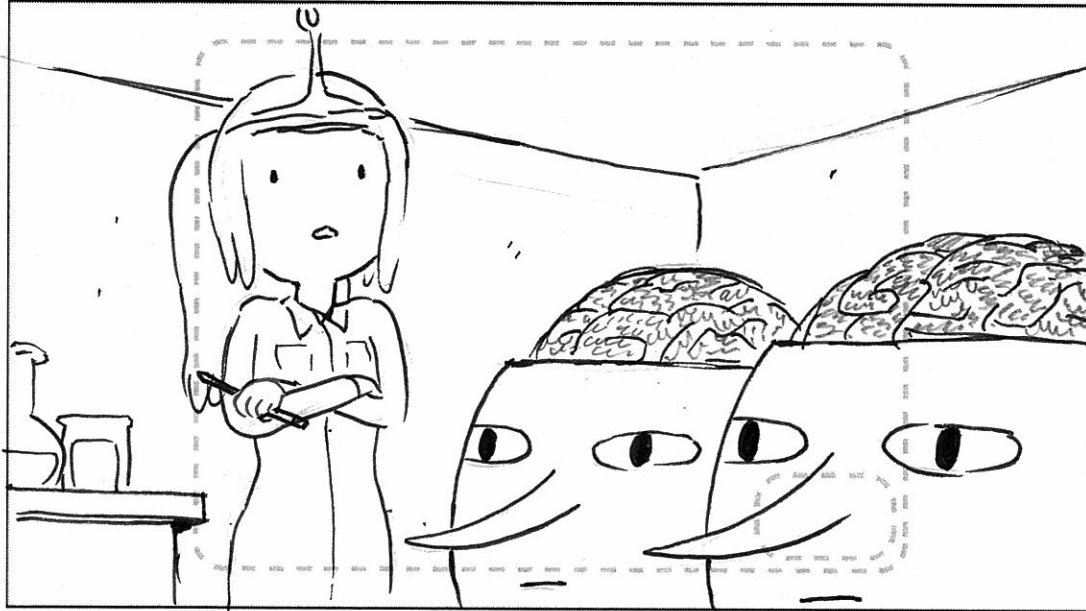


# ADVENTURE TIME

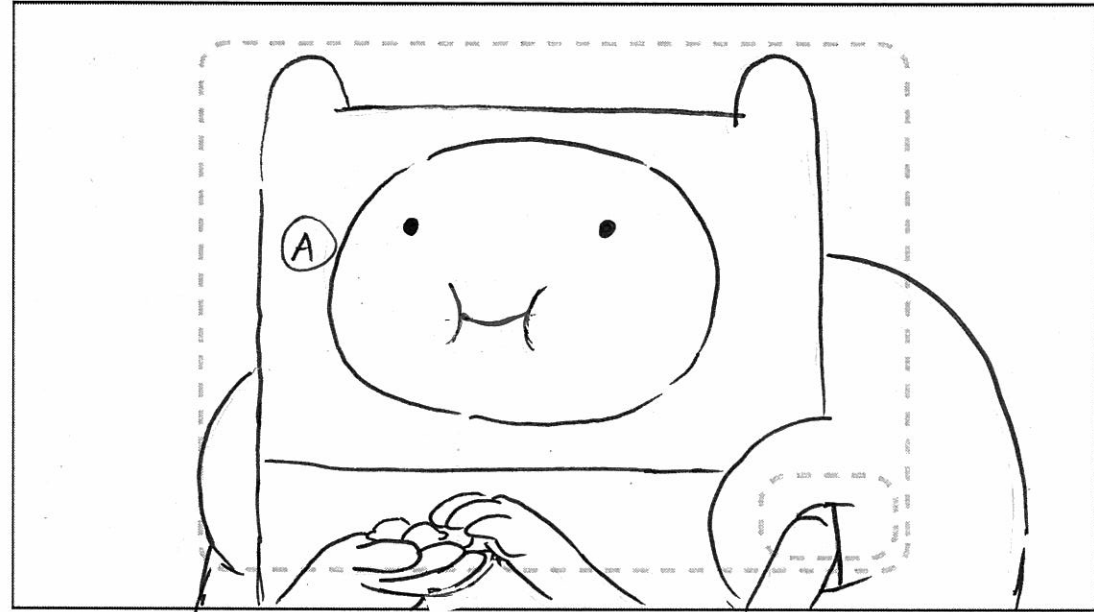


Page 257

Sc. 205 Pnl. A Bg. day night



Sc. 206 Pnl. A Bg. day night



Dialog:

(PB) Now we'll all just have  
to keep a closer eye on  
these two →

(PB) → so they don't get into any  
more trouble.

Action:

Timing:



Finn chews

FINN: (A) (B) (A)

EPISODE #

Production :

1014-115

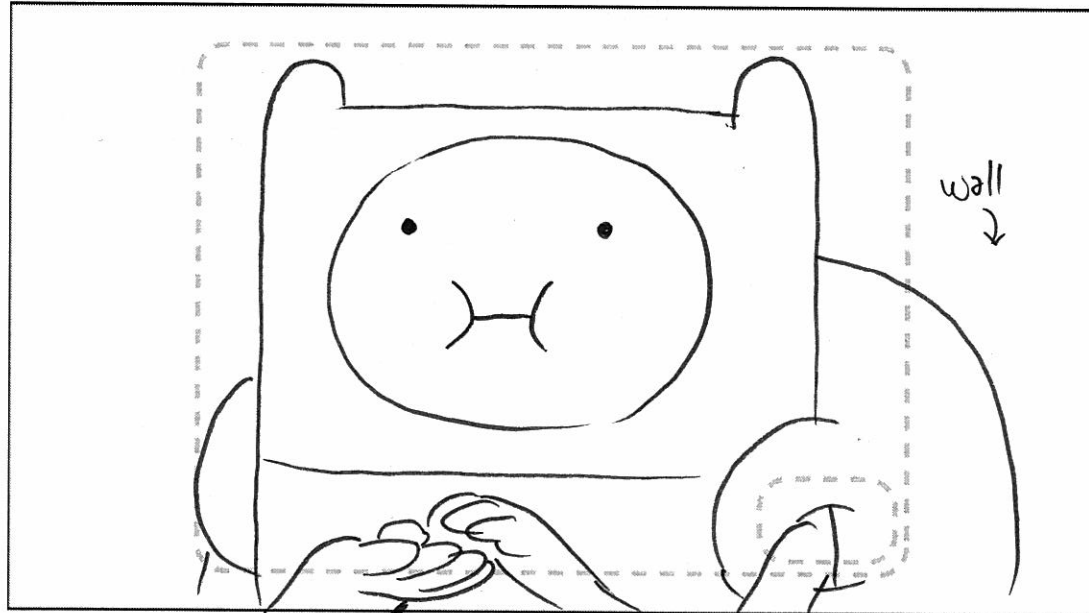
117

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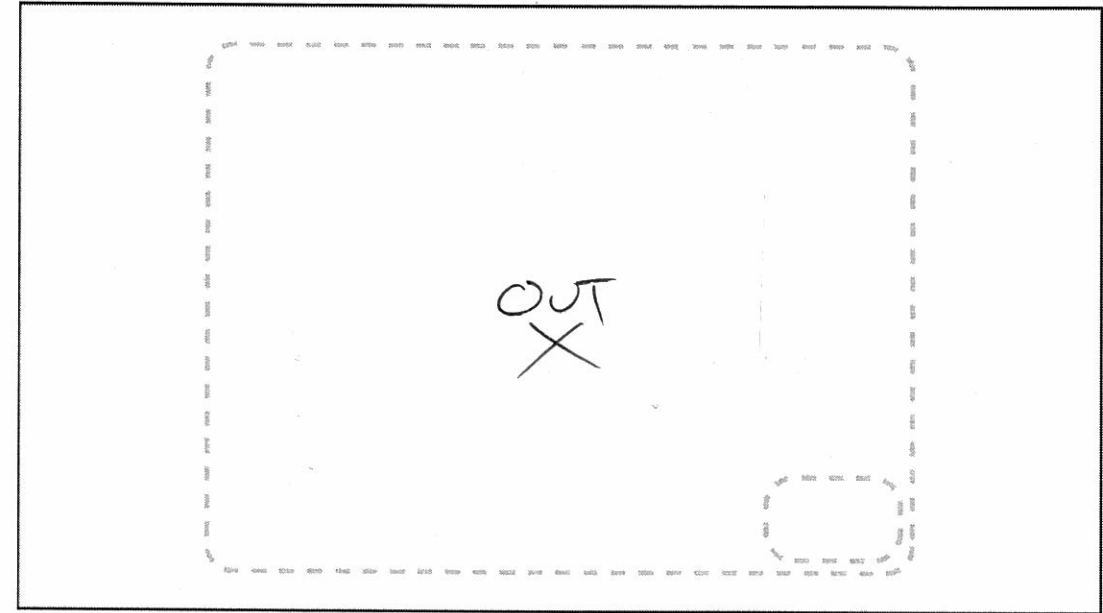
# ADVENTURE TIME



Sc. 206 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
<u>F:</u> *chewing*	
<u>JAKE</u> <u>O.S.</u> Um... yeah, okay, but →	
Action:	
Timing:	

EPISODE # 1014-115

118

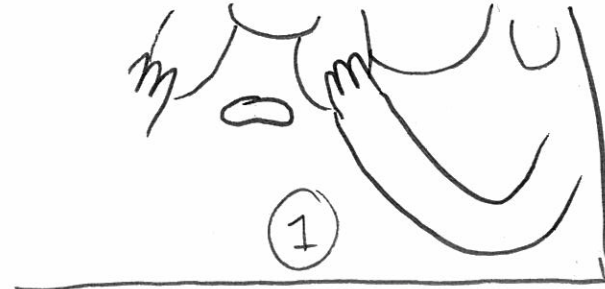
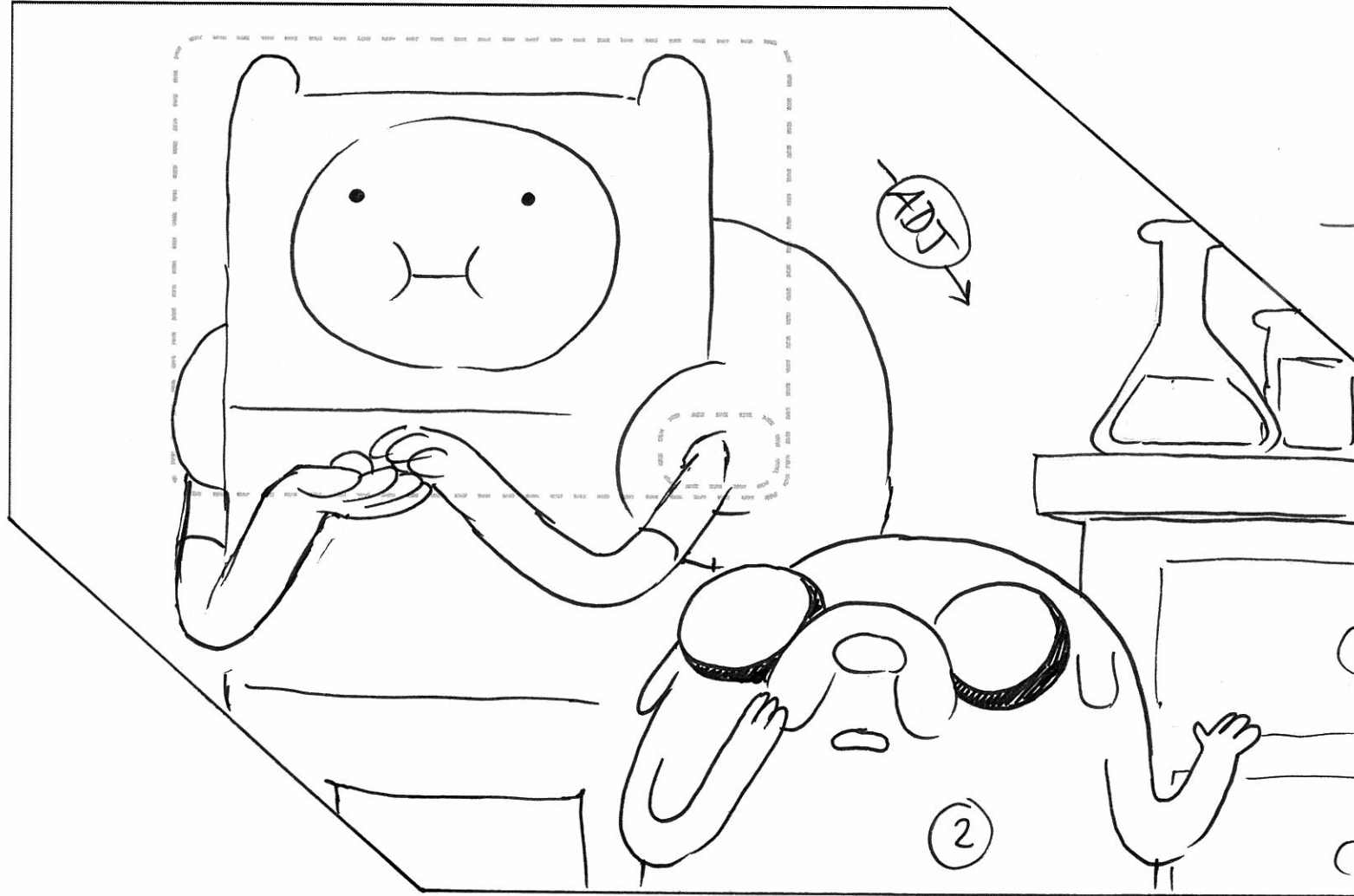
Production :

# ADVENTURE TIME



Page 259

Sc. 266 Pnl. C Bg. day night



Dialog:	(J:) but how come we don't just fix their hearts like we did with Lemonjon?
Action:	- Finn chewing
Timing:	

EPISODE #

Production :

1014-115

119

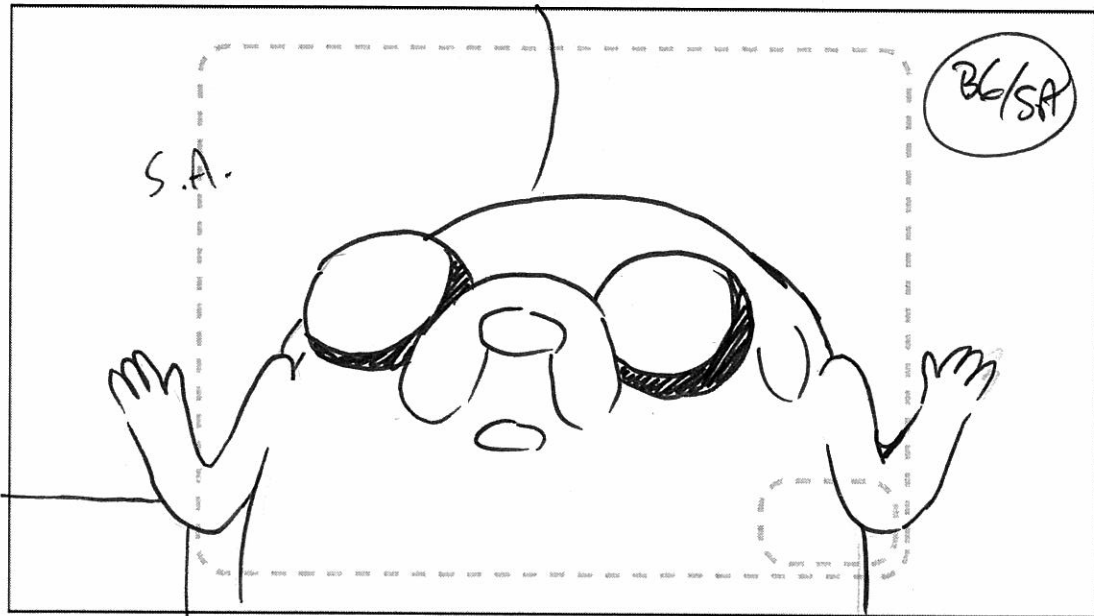
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# ADVENTURE TIME

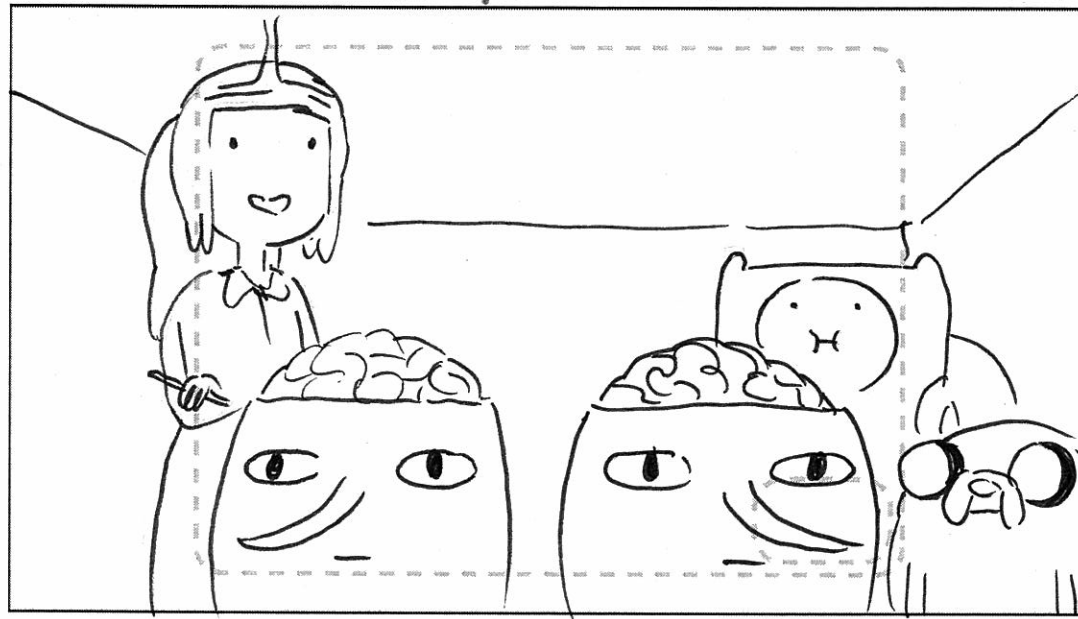


Page 260

Sc. 206 Pnl. D Bg. day night



Sc. 207 Pnl. A Bg. day night



Dialog: (J:) So they're more selfless and less selfish?

(PB) Oh- no no, their hearts are fine, →

Action:

- Finn chewing

Timing:

EPISODE #

Production :

1014-115

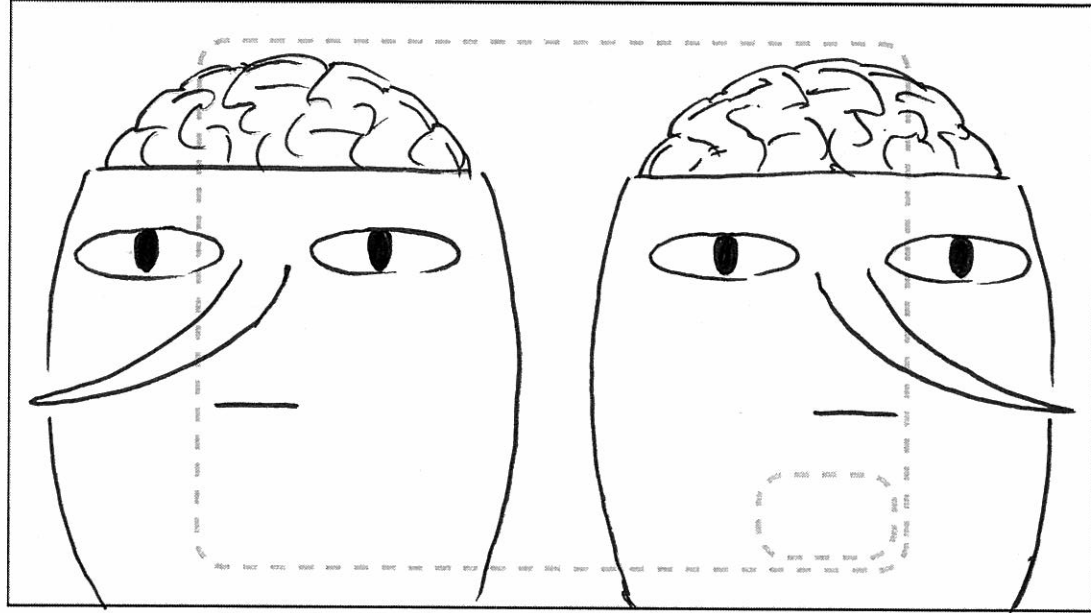
120

# ADVENTURE TIME

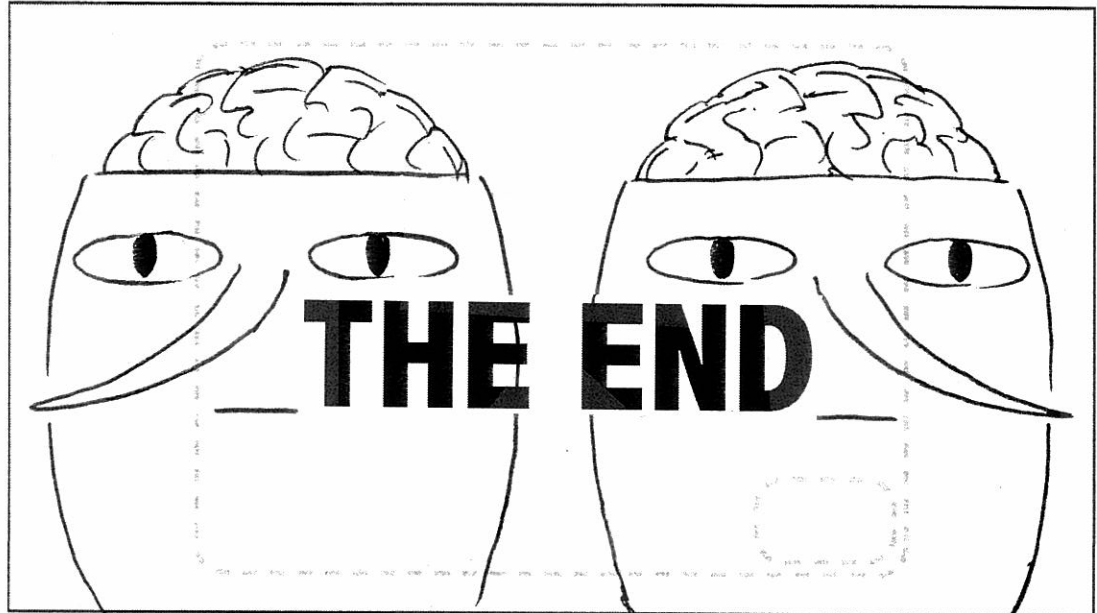


Page 261

Sc. 208 Pnl. A Bg. day night



Sc. 208 Pnl. B Bg. day night



Dialog:

(PB) (O.S.) They're just like this.

Action:

Timing:

EPISODE #

Production :

1014-115

12)